## Depth First search Check connected or not

```
#include<stdio.h>
void dfs(int);
void connect();
int a[10][10],vis[10],n;
void main(){
int i,j;
printf("Enter no. of vertices\n");
scanf("%d",&n);
printf("Enter adjacency matrix\n");
for(i=1;i<=n;i++){}
  for(j=1;j<=n;j++){
     scanf("%d",&a[i][j]);
  }
for(i=1;i<=n;i++){}
  vis[i]=0;
  printf("DFS Traversal\n");
  for(i=1;i<=n;i++){}
     if(vis[i]==0)
        dfs(i);
  }
connect();
void dfs(int v){
int i;
vis[v]=1;
printf("%d",v);
for(i=1;i<=n;i++){}
  if(a[v][i]==1 \&\& vis[i]==0)
     dfs(i);
}
}
void connect(){
for(int i=1;i<=n;i++){
  if(vis[i]==0){
     printf("Not Connected\n");
     return;
```

```
}
printf("Connected\n");
}
```

## Output