

Lab: (26/02/24)

1) Write a program to complete breadth first search in trees.

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
#define Max_Nodes 100
```

```
struct Node {
```

```
    int data;
```

```
    struct Node* next;
```

```
};
```

```
struct Graph {
```

```
    int numNodes;
```

```
    struct Node* adjList[Max_Nodes];
```

```
    int visited[Max_Nodes];
```

```
};
```

```
struct Node* createNode(int data) {
```

```
    struct Node* newNode = (struct Node*) malloc (sizeof (struct Node));
```

```
    newNode->data = data;
```

```
    newNode->next = NULL;
```

```
    return newNode;
```

```
}
```

```
struct Graph* createGraph(int n) {
```

```
    struct Graph* graph = (struct Graph*) malloc (sizeof (struct Graph));
```

```
    graph->numNodes = n;
```

```
    for (int i = 0; i < n; i++) {
```

```
        graph->adjList[i] = NULL;
```

```
        graph->visited[i] = 0;
```

```
    }
```

```
    return graph;
```

```
}
```



```

void addEdge(struct Graph* graph, int src, int dest) {
    struct Node* newNode = createNode(dest);
    newNode->next = graph->adjList[src];
    graph->adjList[src] = newNode;
}

```

```

newNode = createNode(src);
newNode->next = graph->adjList[dest];
graph->adjList[dest] = newNode;
}

```

```

void BFS(struct Graph* graph, int startNode) {
    int queue[Max_Nodes];
    int front=0, rear=0;
    graph->visited[startNode] = 1;
    queue[rear++] = startNode;
    while (front < rear) {
        int current = queue[front++];
        printf("%d", current);
        struct Node* temp = graph->adjList[current];
        while (temp) {
            int adjNode = temp->data;
            if (!graph->visited[adjNode]) {
                graph->visited[adjNode] = 1;
                queue[rear++] = adjNode;
            }
            temp = temp->next;
        }
    }
}

```



```

int main() {
    int numNodes;
    printf("Enter the no of nodes:");
    scanf("%d", &numNodes);
    struct Graph* graph = createGraph(numNodes);
    int numEdges;
    printf("Enter the number of edges:");
    scanf("%d", &numEdges);
    for(int i=0; i < numEdges; i++) {
        int src, dest;
        printf("Enter edge %d (source):", i+1);
        scanf("%d %d", &src, &dest);
        addEdge(graph, src, dest);
        int startNode;
        printf("Enter the starting node for for BFS traversal:");
        scanf("%d", &startNode);
        printf("BFS traversal starting from node %d:", startNode);
        BFS(graph, startNode);
    }
    return 0;
}

```

y

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2) Program to show depth first search in a ~~see~~ graph.

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
#define Max_Nodes 100
```

```
struct Node {
```

```
    int data;
```

```
    struct Node* next;
```

```
};
```

```
struct Graph {
```

```
    int NumNodes;
```

```
    struct Node* adjList[Max_Nodes];
```

```
    int visited[Max_Nodes];
```

```
};
```

```
struct Node* createNode (int data) {
```

```
    struct Node* newNode = (struct Node*) malloc
```

```
    (sizeof(struct Node));
```

```
    newNode->data = data;
```

```
    newNode->next = NULL;
```

```
    return newNode;
```

```
}
```

```
struct Graph* createGraph (int n) {
```

```
    struct Graph* graph = (struct Graph*) malloc
```

```
    (sizeof(struct Graph));
```

```
    graph->NumNodes = n;
```

```
    for (int i = 0; i < n; i++) {
```

```
        graph->adjList[i] = NULL;
```

```
        graph->visited[i] = 0;
```

```
}
```

```
    return graph;
```

```
}
```


//_

```

Void addEdge (struct Graph* graph, int src, int dest) {
    struct Node* newNode = createNode (dest);
    newNode->next = graph->adjlists[src];
    graph->adjlist[src] = newNode;
    newNode = createNode (src);
    newNode->next = graph->adjlist[dest];
    graph->adjlists[dest] = newNode;
}

```

```

Void DFS (struct Graph* graph, int startNode) {
    graph->visited[startNode] = 1;
    printf ("%d", startNode);
    struct Node* temp = graph->adjlists[startNode];
    while (temp) {
        int adjNode = temp->data;
        if (!graph->visited[adjNode]) {
            DFS (graph, adjNode);
        }
        temp = temp->next;
    }
}

```

```

int main () {
    int numNodes;
    printf ("Enter number of nodes: ");
    scanf ("%d", &numNodes);
    struct Graph = createGraph (numNodes);
    int Edges;
    printf ("Enter the number of edges: ");
    scanf ("%d", &numEdges);
}

```

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```

for (int i = 0; i < numEdges; i++) {
    int src, dest;
    printf("Enter edge %d (source, destination):",
           i+1);
    scanf("%d %d", &src, &dest);

    y
int startNode;
printf("Enter the starting node for DFS traversal:");
scanf("%d", &startNode);
printf("DFS traversal starting from node %d:", startNode);
DFS(graph, startNode);
return 0;
y.

```