

C/C++

```
void levelOrderTraversal(vector<vector<int>> &adj,int sourceNode){
    queue<int> que;
    int nodes = adj.size();
    vector<bool> visited(n,false);
    que.push(sourceNode);
    while(!que.empty()){
        int node = que.front();que.pop();
        cout<<node<<" ";
        for(int neighbour : adj[node]){
            if(visited[neighbour]==false){
                visited[neighbour] = true;
                que.push(neighbour);
            }
        }
    }
    cout<<endl;
}
```