

```
#generate adjacency list
from collections import defaultdict
v = int(input("enter number of vertices: "))
e = int(input("enter number of edges: "))
graph = defaultdict(list)
for i in range(e):
    u1,u2=input("enter vertices").split()
    graph[u1].append(u2)
    if u1!=u2:
        graph[u2].append(u1)
for i in graph:
    print(i,graph[i])
```

```
→ enter number of vertices: 4
   enter number of edges: 5
   enter verticesv1 v2
   enter verticesv1 v3
   enter verticesv1 v4
   enter verticesv3 v4
   enter verticesv2 v3
v1 ['v2', 'v3', 'v4']
v2 ['v1', 'v3']
v3 ['v1', 'v4', 'v2']
v4 ['v1', 'v3']
```

```
from collections import defaultdict
```

```
def createGraph():
    v = int(input("Enter the number of vertices: "))
    e = int(input("Enter the number of edges: "))
    graph = defaultdict(list)
    for i in range(e):
        u1, u2 = input(f"Enter edge {i + 1} (two vertices separated by space): ").split()
        graph[u1].append(u2)
        if u1 != u2: # Avoid duplicate entry for self-loops
            graph[u2].append(u1)
    print("Graph representation (Adjacency List):")
    for vertex in graph:
        print(f"{vertex}: {graph[vertex]}")
    return graph
```

```
def verticesDict(graph):
    vertices_list = list(graph.keys())
    vertices_dict = {vertices_list[i]: i for i in range(len(vertices_list))}
    return vertices_dict
```

```
def adjacencyMatrix(graph, vertices_dict):
    n = len(vertices_dict) # Number of vertices
    adjacency_matrix = [[0] * n for _ in range(n)] # Initialize n x n matrix with

    for key in graph:
        i = vertices_dict[key]
        for edge in graph[key]:
            j = vertices_dict[edge]
```

```

        if i == j:
            adjacency_matrix[i][j] = 2 # Self-loop
        else:
            adjacency_matrix[i][j] = 1 # Regular edge

    print("\nAdjacency Matrix:")
    for row in adjacency_matrix:
        print(*row)

# Main execution
graph = createGraph()
vertices_dict = verticesDict(graph)
adjacencyMatrix(graph, vertices_dict)

➡ Enter the number of vertices: 4
Enter the number of edges: 6
Enter edge 1 (two vertices separated by space): a b
Enter edge 2 (two vertices separated by space): a c
Enter edge 3 (two vertices separated by space): a d
Enter edge 4 (two vertices separated by space): b c
Enter edge 5 (two vertices separated by space): c d
Enter edge 6 (two vertices separated by space): a a
Graph representation (Adjacency List):
a: ['b', 'c', 'd', 'a']
b: ['a', 'c']
c: ['a', 'b', 'd']
d: ['a', 'c']

Adjacency Matrix:
2 1 1 1
1 0 1 0
1 1 0 1
1 0 1 0

# Import required libraries
import pandas as pd
from collections import defaultdict
import numpy as np

# Load the dataset
file_path = "teams_data.csv" # Replace with your file's path
df = pd.read_csv(file_path)

# Create a dictionary mapping each country to its teams
country_to_teams = defaultdict(list)
for _, row in df.iterrows():
    country_to_teams[row['country']].append(row['team'])

# Flatten this structure into edges
edges = []
for teams in country_to_teams.values():
    for i in range(len(teams)):
        for j in range(i + 1, len(teams)):
            edges.append((teams[i], teams[j]))

# Get a list of unique team names

```

```

team_names = sorted(set(df['team']))
team_index = {team: idx for idx, team in enumerate(team_names)}

# Initialize an empty adjacency matrix
adj_matrix = np.zeros((len(team_names), len(team_names)), dtype=int)

# Populate the adjacency matrix
for team1, team2 in edges:
    i, j = team_index[team1], team_index[team2]
    adj_matrix[i, j] = 1
    adj_matrix[j, i] = 1 # Undirected graph

# Convert to DataFrame for better visualization
adj_df = pd.DataFrame(adj_matrix, index=team_names, columns=team_names)

# Print the adjacency matrix
print(adj_df)

```



| | AC Milan | AC Sparta Praha | AS Monaco | Arsenal FC | \ |
|----------------------------|----------|-----------------|-----------|------------|---|
| AC Milan | 0 | 0 | 0 | 0 | |
| AC Sparta Praha | 0 | 0 | 0 | 0 | |
| AS Monaco | 0 | 0 | 0 | 0 | |
| Arsenal FC | 0 | 0 | 0 | 0 | |
| Aston Villa FC | 0 | 0 | 0 | 1 | |
| Atalanta BC | 1 | 0 | 0 | 0 | |
| Atlético de Madrid | 0 | 0 | 0 | 0 | |
| BSC Young Boys | 0 | 0 | 0 | 0 | |
| Bayer 04 Leverkusen | 0 | 0 | 0 | 0 | |
| Bologna FC 1909 | 1 | 0 | 0 | 0 | |
| Borussia Dortmund | 0 | 0 | 0 | 0 | |
| Celtic FC | 0 | 0 | 0 | 0 | |
| Club Brugge KV | 0 | 0 | 0 | 0 | |
| FC Barcelona | 0 | 0 | 0 | 0 | |
| FC Bayern München | 0 | 0 | 0 | 0 | |
| FC Internazionale Milano | 1 | 0 | 0 | 0 | |
| FC Salzburg | 0 | 0 | 0 | 0 | |
| FC Shakhtar Donetsk | 0 | 0 | 0 | 0 | |
| FK Crvena Zvezda | 0 | 0 | 0 | 0 | |
| Feyenoord | 0 | 0 | 0 | 0 | |
| GNK Dinamo | 0 | 0 | 0 | 0 | |
| Girona FC | 0 | 0 | 0 | 0 | |
| Juventus | 1 | 0 | 0 | 0 | |
| LOSC Lille | 0 | 0 | 1 | 0 | |
| Liverpool FC | 0 | 0 | 0 | 1 | |
| Manchester City | 0 | 0 | 0 | 1 | |
| PSV Eindhoven | 0 | 0 | 0 | 0 | |
| Paris Saint-Germain | 0 | 0 | 1 | 0 | |
| RB Leipzig | 0 | 0 | 0 | 0 | |
| Real Madrid C.F. | 0 | 0 | 0 | 0 | |
| SK Sturm Graz | 0 | 0 | 0 | 0 | |
| SL Benfica | 0 | 0 | 0 | 0 | |
| Sporting Clube de Portugal | 0 | 0 | 0 | 0 | |
| Stade Brestois 29 | 0 | 0 | 1 | 0 | |
| VfB Stuttgart | 0 | 0 | 0 | 0 | |
| ŠK Slovan Bratislava | 0 | 0 | 0 | 0 | |

Aston Villa FC Atalanta BC Atlético de Madrid \

| | | | |
|--------------------------|---|---|---|
| AC Milan | 0 | 1 | 0 |
| AC Sparta Praha | 0 | 0 | 0 |
| AS Monaco | 0 | 0 | 0 |
| Arsenal FC | 1 | 0 | 0 |
| Aston Villa FC | 0 | 0 | 0 |
| Atalanta BC | 0 | 0 | 0 |
| Atlético de Madrid | 0 | 0 | 0 |
| BSC Young Boys | 0 | 0 | 0 |
| Bayer 04 Leverkusen | 0 | 0 | 0 |
| Bologna FC 1909 | 0 | 1 | 0 |
| Borussia Dortmund | 0 | 0 | 0 |
| Celtic FC | 0 | 0 | 0 |
| Club Brugge KV | 0 | 0 | 0 |
| FC Barcelona | 0 | 0 | 1 |
| FC Bayern München | 0 | 0 | 0 |
| FC Internazionale Milano | 0 | 1 | 0 |
| FC Salzburg | 0 | 0 | 0 |
| FC Shakhtar Donetsk | 0 | 0 | 0 |
| FK Crvena Zvezda | 0 | 0 | 0 |

Function to print the adjacency matrix

```
def printMatrix(matrix):
    r, c = len(matrix), len(matrix[0])
    for i in range(r): # Corrected row iteration
        for j in range(c): # Corrected column iteration
            print(matrix[i][j], end=" ")
        print()
```

Input for number of vertices and edges

```
v, e = map(int, input("Enter number of vertices and edges: ").split())
```

Initialize adjacency matrix for directed weighted graph

```
matrix = [[0] * v for _ in range(v)]
```

Input edges and their weights

```
for _ in range(e):
    u, v, w = input("Enter edge (u v) and weight w: ").split()
    u = ord(u) - ord('a') # Convert vertex 'a'-based indexing to integer
    v = ord(v) - ord('a') # Same for target vertex
    w = int(w)
    matrix[u][v] = w # Set weight for directed edge
```

Print the adjacency matrix

```
printMatrix(matrix)
```

```
↩ Enter number of vertices and edges: 3 3
Enter edge (u v) and weight w: a b 2
Enter edge (u v) and weight w: b c 3
Enter edge (u v) and weight w: c a 4
0 2 0
0 0 3
4 0 0
```

Start coding or [generate](#) with AI.

