

Quiz

Feb. 20, 2013

Name: _____

Write a procedure to print out all the edges in the graph. The structure for storing graph is defined as follows, with the total number of nodes in the graph equal to `num_of_nodes`. Note that we use a single letter to represent the name of a vertex/node.

```
#define MAXNODE 26          /* maximum number of nodes in a graph */

typedef struct edge_r {
    int n_index;           /* index of the destination node */
    struct edge_r * next;
} edge_t;                 /* An edge of a graph is represented by the index
                           of the destination node */

typedef struct {
    char name;
    edge_t *edge_list;
} node_t;                 /* A node of a graph is represented by the name of
                           of the node and edges starting from it */

node_t graph[MAXNODE];   /* A graph is a list of nodes and associated edges */
int num_of_nodes;       /* the number of nodes in a graph */
```