BFS traversal in c++

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```cpp
#include <bits/stdc++.h>
using namespace std;
#define N 1000


vector<int> g[N]; // g[i] represents all neighbors for node i



int main() {
  int n, m;
  cin >> n >> m;
  for(int i=0;i<m;i++) {
    int v, w;
    cin >> v >> w;
    g[v].push_back(w);
    g[w].push_back(v);
  }

}
```

```cpp
vector<int> g[N]; // g[i] represents all neighbors for node i


void bfs(int s) {
  // print bfs traversal starting at node s
    queue<int> q;
    vector<bool> vis(N);
    q.push_back(s);
    while(not q.empty()) {
        auto u = q.front();
        q.pop_front();
        if (not vis[u]) {
            cout << u << " ";
            vis[u] = true;
            for(auto v : g[u]) {
                q.push_back(v);
            }
        }
    }
}
```