

```
#include <iostream>
#include <fstream>

using namespace std;

struct nod
{
    int info;
    nod *urm;
};
nod *L[20];

int n;

ifstream fin("graf.in");

void Adauga(nod *&p, int x)
{
    nod *q;
    if (p==NULL)
    {
        p=new nod;
        p->info=x;
        p->urm=NULL;
    }
    else
    {
        q=new nod;
        q->info=x;
        q->urm=p;
        p=q;
    }
}
```

```

void Citire ()
{
    int i,j;
    fin>>n;
    while (fin>>i>>j)
    {
        Adauga (L[i],j);
        Adauga (L[j],i);
    }

    fin.close ();
}

void AfisareVecini ()
{
    int i;
    cout<<endl;
    for (i=1;i<=n;i++)
    {
        cout<<endl<<"Lista vecinilor nodului "<<i;
        nod *q=L[i];
        if (q!=NULL)
            while (q)
            {
                cout<<" -> "<<q->info;
                q=q->urm;
            }
        else
            cout<<" -> "<<"NULL";
    }
}

int main ()
{

```

```
Citire();  
AfisareVecini();  
return 0;  
}
```