	Giraph Traversal Depth-First Search #3		
	Needed Things	Basically trying out all possible	
	· Start Node	actions til the end even if it mean	
	· Destination node/target Node	back tracking!	
	· A graph representation		
	Carrier Comment		
	- Branch and a second and a second and a second and		
	DFS	AND CONTRACTOR OF THE STATE OF	
	- Recursive Approach and makes state of the		
	- Needs exit conditions (Boundary of the matrix / visited node)  - Marking visited nodes  Time Complexity		
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	O(VPE), when adjecency lis	O(VPE), when adjecency list is used	
	G(V2), when adjecency matrix is used		
	The state of the s		
	Applications		
	1) Topological sorting		
	2) Finding Contected componets		
	3) Finding articulation points (cut vertices) of the graph		
	4) Finding Strongly connected components		
	5) Solving mazes		