

Graph Traversal Depth-First Search #3

Needed Things

- Start Node
- Destination node/target Node
- A graph representation

Basically trying out all possible actions till the end even if it means back tracking!

DFS

- Recursive Approach
- Needs exit conditions (Boundary of the matrix / visited nodes)
- Marking visited nodes

Time Complexity

$O(V+E)$, when adjacency list is used

$O(V^2)$, when adjacency matrix is used

Applications

- 1) Topological sorting
- 2) Finding connected components
- 3) Finding articulation points (cut vertices) of the graph
- 4) Finding strongly connected components
- 5) Solving mazes