2) Topological vorting wring DFS algorithm Yile: exec_topoz.txt

3 1 4 6 vertices 9 edger (5) 4 2 2 2 3 3 4

all topological orders:

all highest cost paths detrucer 0 and 4:

$$0-1-4$$
 $0-2-4$
 $0-1-2-4$
 $0-2-3-4$
 $0-1-4$