

typedef struct Graph }

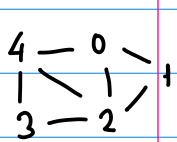
alias

} Graph;

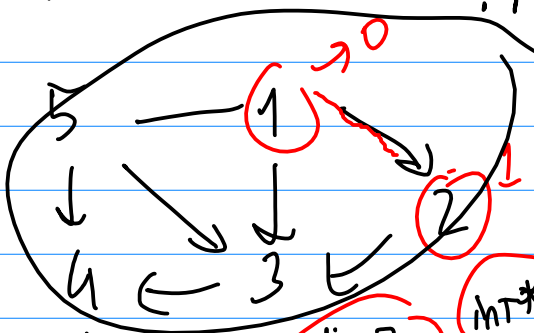
struct Graph* x; str(Graph* x);

class A {
 }
}

u A a = new



5, (1,5) (1,2) (2,3) (1,3) ...) ~~(2,4)~~ V = 5



name
in the
code

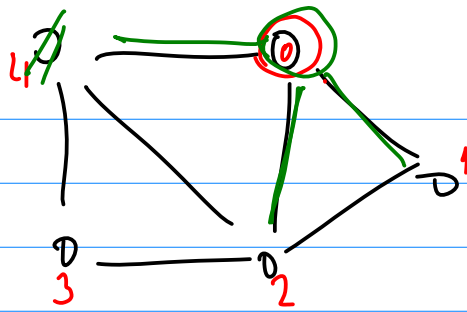
↓ V
0 1
1 2
2 3
3 4
4 5

hit	adjsize	int** adj
2 → 3	2	int * adjsize
3	1	
4	1	
null	0	0
1 → 4	2	0

V →

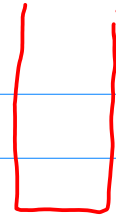
5	4b
...	8b
...	8b
2	
1	
1	
0	
2	

V * sizeof(int)

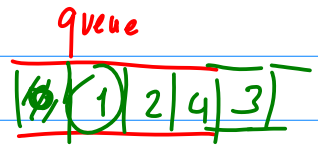


LIFO

FIFO



Stack



DFS

BFS