# МІНІСТЕРСТВО ОСВІТИ І НАУКИ УКРАЇНИ НАЦІОНАЛЬНОМУ УНІВЕРСИТЕТІ "ЛЬВІВСЬКА ПОЛІТЕХНІКА"

Кафедра систем штучного інтелекту

# Розрахункова робота

з дисципліни

«Дискретна математика»

# Виконав:

студент групи КН-115

Кагуй Андрій

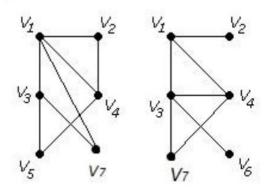
Викладач:

Мельникова Н.І.

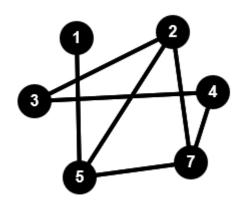
# Варіант 9

# Завдання № 1

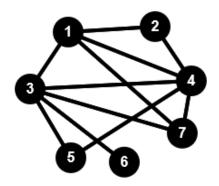
Виконати наступні операції над графами: 9)



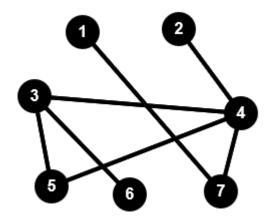
1) знайти доповнення до першого графу,



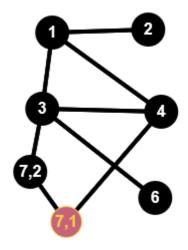
2) об'єднання графів,



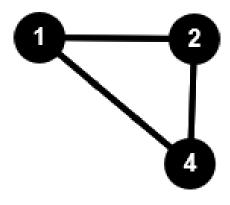
# 3) кільцеву суму G1 та G2 (G1+G2)



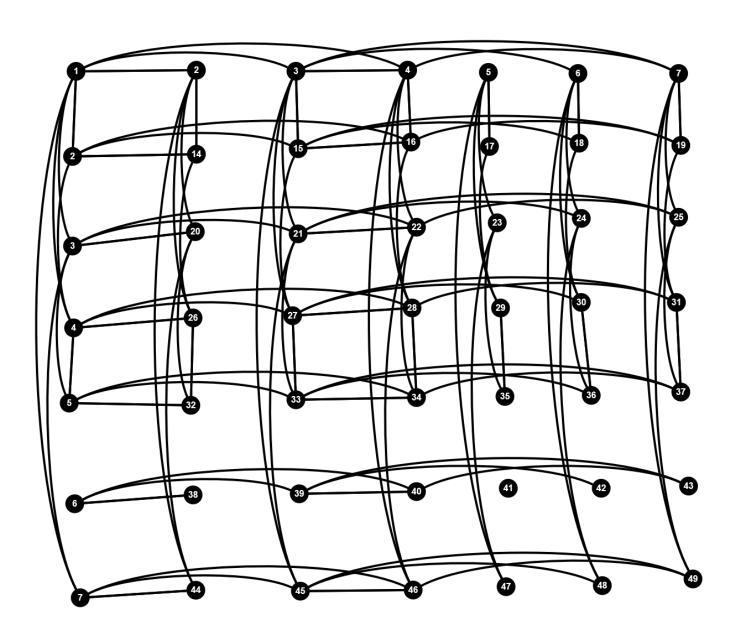
4) розмножити вершину у другому графі,



5) виділити підграф А - що скадається з 3-х вершин в G1

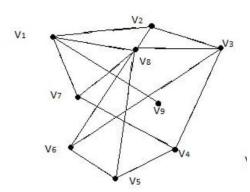


# 6) добуток графів



**Завдання № 2** Скласти таблицю суміжності для орграфа.

9)



	V1	V2	V3	V4	V5	V6	V7	V8	V9
V1	0	1	0	0	0	0	1	1	1
V2	1	0	1	0	0	0	0	1	0
V3	0	1	0	1	0	1	0	1	0
V4	0	0	1	0	1	0	1	0	0
V5	0	0	0	1	0	1	0	1	0
<b>V6</b>	0	0	1	0	1	0	0	1	0
V7	1	0	0	1	0	0	0	1	0
V8	1	1	1	0	0	1	1	0	0
V9	1	0	0	0	0	0	0	0	0

# Завдання № 3

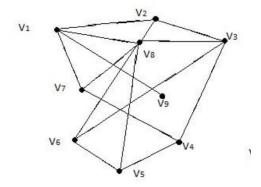
Для графа з другого завдання знайти діаметр.

Діаметр = 3

## Завдання № 4

Для графа з другого завдання виконати обхід дерева вглиб (варіант закінчується на непарне число) або вшир (закінчується на парне число).





# Обхід дерева вглиб:

Вершина	Стек
V1	V1
V2	V1V2
V3	V1V2V3
V4	V1V2V3V4
V5	V1V2V3V4V5
V6	V1V2V3V4V5V6
V8	V1V2V3V4V5V6V8
V7	V1V2V3V4V5V6V8V7
-	V1V2V3V4V5V6V8
-	V1V2V3V4V5V6
-	V1V2V3V4V5
-	V1V2V3V4
-	V1V2V3
-	V1V2
-	V1
V9	V1V9
-	V1
-	Ø

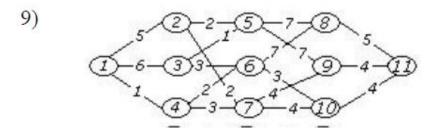
```
#include <iostream>
   using namespace std;
bool* visited = new bool[n];
   int graph[n][n] =
  {0,1,0,0,0,0,1,1,1},
   {1,0,1,0,0,0,0,1,0},
   {0,1,0,1,0,1,0,1,0},
   {0,0,1,0,1,0,1,0,0},
   {0,0,0,1,0,1,0,1,0},
   {0,0,1,0,1,0,0,1,0},
   {1,0,0,1,0,0,0,1,0},
   {1,1,1,0,1,1,1,0,0},
   {1,0,0,0,0,0,0,0,0,0}
 ⊡void DFS(int st)
       cout << st + 1 << " ";
       visited[st] = true;
          if ((graph[st][r] != 0) && (!visited[r]))
               DFS(r);
⊡void main()
       int start;
       cout << "Matrix: " << endl;
           visited[i] = false;
           for (j = 0; j < n; j++)
    cout << " << graph[i][j];</pre>
           cout << endl;
       cout << "Start edge >> "; cin >> start;
       bool* vis = new bool[n];
       cout << "Path: ";
       DFS(start - 1);
       delete[]visited;
```

# Апробація програми:

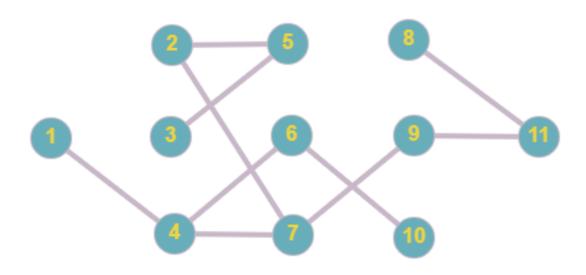
Microsoft Visual Studio Debug (

# Завдання № 5

Знайти двома методами (Краскала і Прима) мінімальне остове дерево графа.



Прима:



$$V = \{1,4,6,10,7,2,5,3,9,11,8\}$$

$$E=\{(1,4),(4,6), (6,10), (4,7),(7,2),(2,5),(5,3), (7,9),(9,11),(11,8)\}$$

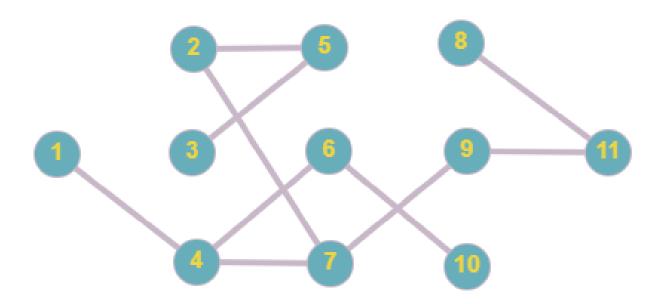
```
using namespace std;
≡#include <stdio.h>
#include <iostream>
 #define V 11
□int graph[V][V] = {
     {0, 5, 6, 1, 0, 0, 0, 0, 0, 0, 0},
     {5, 0, 0, 0, 2, 0, 2, 0, 0, 0, 0},
     {6, 0, 0, 0, 1, 3, 0, 0, 0, 0, 0},
     {1, 0, 0, 0, 0, 2, 3, 0, 0, 0, 0},
     {0, 2, 1, 0, 0, 0, 0, 7, 7, 0, 0},
     {0, 0, 3, 2, 0, 0, 0, 7, 0, 3, 0},
     {0, 2, 0, 3, 0, 0, 0, 0, 4, 4, 0},
     {0, 0, 0, 0, 7, 7, 0, 0, 0, 0, 5},
     {0, 0, 0, 0, 7, 0, 4, 0, 0, 0, 4},
     {0, 0, 0, 0, 0, 3, 4, 0, 0, 0, 4},
     {0, 0, 0, 0, 0, 0, 0, 5, 4, 4, 0}
};
□int main() {
     int no_edge;
     int selected[V];
     memset(selected, false, sizeof(selected));
     no_edge = 0;
```

Апробація програми:

### Microsoft Visual S

```
Edge : Weight
1 - 4 : 1
4 - 6 : 2
4 - 7 : 3
7 - 2 : 2
2 - 5 : 2
5 - 3 : 1
6 - 10 : 3
7 - 9 : 4
9 - 11 : 4
11 - 8 : 5
```

# Краскала:



 $V = \{1,4,3,5,6,2,7,10,9,11,8\} \\ E = \{(1,4),(3,5),(2,5),(2,7),(4,6),(3,6),(6,10),(7,9),(9,11),(11,8)\}$ 

```
#define <u>INT_MAX</u> 2147483647
    using namespace std;
   int parent[V];
⊡int find(int i) {
              while (parent[i] != i)
                       i = parent[i];
⊡void union1(int i, int j) {
              int a = find(i);
              int b = find(j);
              parent[a] - b;
Evoid Kruskal(int cost[][V]) {
             cout << "The Kruskal Method" << endl;
              int min_cost = 0;
              for (int i = 0; i < V; i++)
                         parent[i] = i;
               int edge_count = 0;
               while (edge_count < V - 1) {
                         int min = INT_MAX, a = -1, b = -1;
                                     for (int j = 0; j < V; j++) {
                                                if (find(i) != find(j) && cost[i][j] < min) {</pre>
                                                           b = j;
                          if (min -- INT_MAX) {
                                    cout << "There is no minimum spanning tree." << endl;</pre>
                                     exit(0);
                         union1(a, b);
cout << "Edge" << edge_count++ + 1 <<":" << "(" << a + 1 << '-' << b + 1 << ")" << " \t cost:" << min << endl;
                          min_cost += min;
                cout << "\n Minimum cost=" << min_cost << endl;</pre>
⊡int main() {
              int cost[][V] = {
                                     {INT_MAX, 5, 6, 1, INT_MAX, INT_MA
                                                                                MAX, INT_MAX, INT_MAX, 2, 3, INT_MAX, INT_MAX, INT_MAX, INT_MAX},//4

1, INT_MAX, INT_MAX, INT_MAX, INT_MAX, 7, 7, INT_MAX, INT_MAX},//5

MAX, 3, 2, INT_MAX, INT_MAX, INT_MAX, 7, INT_MAX, 3, INT_MAX},//6
                                      {INT_MAX, 2,
                                     {INT_MAX, INT_MAX, INT_MAX, INT_MAX, 7, 7, INT_MAX, INT_MAX, INT_MAX, INT_MAX, 5},//8
{INT_MAX, INT_MAX, INT_MAX, INT_MAX, 7, INT_MAX, 4, INT_MAX, INT_MAX, INT_MAX, 4},//9
{INT_MAX, INT_MAX, INT_MAX, INT_MAX, INT_MAX, INT_MAX, 1,/10
                                      {INT_MAX, INT_MAX, INT_MAX, INT_MAX, INT_MAX, INT_MAX, 5,
                                                                                                                                                                                                                                                                                                           INT_MAX},//1
               Kruskal(cost);
               return 0;
```

# Апробація програми:

# Microsoft Visual Studio Debug ( The Kruskal Method Edge1:(1-4) cost:1 Edge2:(3-5) cost:1 Edge3:(2-5) cost:2 Edge4:(2-7) cost:2 Edge5:(4-6) cost:2 Edge6:(3-6) cost:3 Edge7:(6-10) cost:3 Edge8:(7-9) cost:4 Edge9:(9-11) cost:4 Edge10:(8-11) cost:5 Minimum cost=27

### Завдання № 6

Розв'язати задачу комівояжера для повного 8-ми вершин-ного графа методом «іди у найближчий», матриця вагів якого має вигляд:

9)	)							
57.2	1	2	3	4	5	6	7	8
1	90	5	5	3	3	4	4	1
2	5	90	4	3	2	1	4	6
	5	4	00	4	5	6	5	5
4	3	3	4	90	1	5	1	7
5	3	2	5	1	00	5	5	2
6	4	1	6	5	5	90	7	3
7	4	4	5	1	5	7	00	2
8	1	6	5	7	2	3	2	90

Вершина	Маршрут	Вага
-	1	0
8	1-8	1
5	1-8-5	3
4	1-8-5-4	4
7	1-8-5-4-7	5
2	1-8-5-4-7-2	9
6	1-8-5-4-7-2-6	10
3	1-8-5-4-7-2-6-3	16

```
#include <iostream>
                                                                                                                                              (int i = 0; i < kol; i++) {
for (int j = i; j < kol; j++) {
   if (i == j)</pre>
   #include <iomanip>
   using namespace std;
                                                                                                                                                        arr[i][j] = 0;
⊡bool check(int key, int* mas, int kol) {
for (int j = 0; j < kol; j++)
                                                                                                                                                  cout << "Enter the distance from the city " << i << " to the city " << j << " --> ";
cin >> rasst;
} while (rasst < 1);
arr[i][j] = arr[j][i] = rasst;</pre>
                  if (mas[j] == key)
                                                                                                                                        }
cout << endl << "Adjacency matrix : ";
for (int i = 0; i < kol; i++) {
    cout << endl;
    for (int j = 0; j < kol; j++)
        cout << setw(5) << arr[i][j];</pre>
[}
⊡int main() {
        int kol;
                                                                                                                                        cout << endl;
char ans;
int start;
do {</pre>
                  cout << "Enter the number of cities(2-10) --> ";
                  cin >> kol;
                                                                                                                                              for (int i = 0; i < kol; i++)
route[i] = -1;
           } while (kol < 2 || kol > 10);
          int** arr = new int* [kol];
for (int i = 0; i < kol; i++)</pre>
                                                                                                                                              cout << "Enter your starting city--> ";
cin >> start;
} while (start < 0 || start > kol - 1);
                  arr[i] = new int[kol];
```

```
route[0] = start;
int now = start;
int now = start;
int now = start;
int path = 0;
cout << "\nnovering i < \cdot \
```

# Апробація програми:

```
Adjacency matrix:

Enter the number of cities(2-10) --> 8

Enter the distance from the city 0 to the city 1 --> 5

Enter the distance from the city 0 to the city 2 --> 5

Enter the distance from the city 0 to the city 3 --> 3

Enter the distance from the city 0 to the city 4 --> 3

Enter the distance from the city 0 to the city 4 --> 3

Enter the distance from the city 0 to the city 4 --> 3

Enter the distance from the city 0 to the city 4 --> 3

Enter the distance from the city 0 to the city 5 --> 4

Enter the distance from the city 0 to the city 7 --> 1

Enter the distance from the city 1 to the city 7 --> 1

Enter the distance from the city 1 to the city 2 --> 4

Enter the distance from the city 1 to the city 3 --> 3

Enter the distance from the city 1 to the city 5 --> 1

Enter the distance from the city 1 to the city 5 --> 1

Enter the distance from the city 1 to the city 5 --> 2

Enter the distance from the city 1 to the city 5 --> 4

Enter the distance from the city 1 to the city 5 --> 4

Enter the distance from the city 2 to the city 5 --> 4

Enter the distance from the city 2 to the city 5 --> 5

Enter the distance from the city 2 to the city 5 --> 6

Enter the distance from the city 2 to the city 5 --> 6

Enter the distance from the city 2 to the city 5 --> 6

Enter the distance from the city 2 to the city 5 --> 6

Enter the distance from the city 2 to the city 5 --> 6

Enter the distance from the city 3 to the city 5 --> 6

Enter the distance from the city 3 to the city 5 --> 6

Enter the distance from the city 3 to the city 5 --> 6

Enter the distance from the city 3 to the city 5 --> 6

Enter the distance from the city 3 to the city 5 --> 6

Enter the distance from the city 3 to the city 5 --> 6

Enter the distance from the city 3 to the city 5 --> 6

Enter the distance from the city 3 to the city 5 --> 6

Enter the distance from the city 4 to the city 5 --> 6

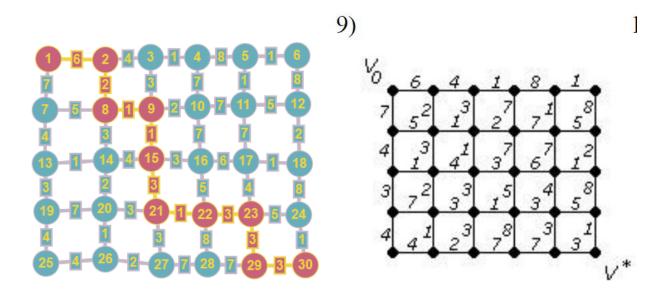
Enter the distance from the city 4 to the city 5 --> 6

Enter the distance from the city 5 to the city 5 --> 6

Enter the distance from the
```

## Завдання № 7

За допомогою алгоритму Дейкстри знайти найкоротший шлях у графі між парою вершин V0 і  $V^*$  .

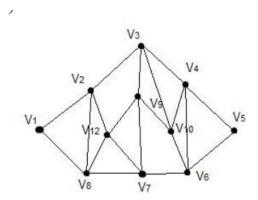


# Апробація програми:

Enter weight from 1 to 2  Enter weight from 2 to 3  Enter weight from 3 to 4  Enter weight from 3 to 4  Enter weight from 2 to 5  Enter weight from 3 to 4  Enter weight from 2 to 25  Enter weight from 3 to 4  Enter weight from 2 to 25  Enter weight from 3 to 4  Enter weight from 3 to 4  Enter weight from 2 to 25  Enter weight from 1 to 5  Enter weight from 9 to 6  Enter weight from 9 to 10  Enter weight from 9 to 10  Enter weight from 9 to 10  Enter weight from 1 to 12  Enter weight from 1 to 12  Enter weight from 1 to 12  Enter weight from 9 to 10  Enter weight from 1 to 12  Enter weight from 1 to 12  Enter weight from 1 to 12  Enter weight from 9 to 10  Enter weight from 2 to 26  Enter weight from 3 to 4  Enter weight from 7 to 8  Enter weight from 8 to 9  Enter weight from 9 to 10  Enter weight from 9 to 10  Enter weight from 1 to 12  Enter weight from 2 to 20  Enter weight from 2 to 21  Enter weight from 3 to 24  Enter weight from 6 to 7  Enter weight from 1 to 10  Enter weight from 9 to 10  Enter weight from 9 to 10  Enter weight from 1 to 12  Enter weight from 1 to 12  Enter weight from 1 to 12  Enter weight from 2 to 20  Enter weight from 2 to 20  Enter weight from 3 to 20  Enter weight from 3 to 20  Enter weight from 5 to 6  Enter weight from 2 to 20  Enter weight from 1 to 10  Enter weight from 1 to 10  Enter weight from 1 to 10  Enter weight fr
Enter weight from 2 to 3 Enter weight from 2 to 3 Enter weight from 2 to 3 Enter weight from 2 to 2 6 Enter weight from 3 to 4 Enter weight from 3 to 4 Enter weight from 2 to 2 6 Enter weight from 1 to 5 Enter weight from 4 to 5 Enter weight from 2 to 2 8 Enter weight from 10 to 4  Enter weight from 5 to 6 Enter weight from 2 to 2 8 Enter weight from 9 to 10 Enter weight from 7 to 8 Enter weight from 8 to 9 Enter weight from 9 to 10 Enter weight from 10 to 1 Enter weight from 10 to 10 Enter weight from 10 to 11 Enter weight from 10 to 12 Enter weight from 10 to 11 Enter weight from 10 to 10 Enter w
Enter weight from 3 to 4 Enter weight from 26 to 27 Enter weight from 11 to 5 Enter weight from 27 to 28 Enter weight from 10 to 4 Enter weight from 27 to 28 Enter weight from 10 to 4 Enter weight from 5 to 6 Enter weight from 28 to 29 Enter weight from 9 to 3 Enter weight from 6 to 7 Enter weight from 29 to 30 Enter weight from 7 to 8 Enter weight from 30 to 24 Enter weight from 7 to 8 Enter weight from 30 to 24 Enter weight from 7 to 8 Enter weight from 8 to 9 Enter weight from 9 to 10 Enter weight from 9 to 10 Enter weight from 10 to 11 Enter weight from 10 to 12 Enter weight from 28 to 29 Enter weight from 7 to 1  Enter weight from 8 to 9 Enter weight from 9 to 20 Enter weight from 9 to 10 Enter weight from 10 to 11 Enter weight from 10 to 12 Enter weight from 10 to 12 Enter weight from 10 to 12 Enter weight from 10 to 11 Enter weight from 10 to 12 Enter weight from 10 to 12 Enter weight from 10 to 12 Enter weight from 10 to 13 Enter weight from 10 to 14 Enter weight from 10 to 15 Enter weight from 10 to 16 Enter weight from 10 to 17 Enter weight from 10 to 16 Enter weight from 10 to 17 Enter weight from 10 to 18 Enter weight from 10 to 19 Enter weight from 10 to 10 Enter weight from 10
Enter weight from 3 to 4
Stance of node11=12
Enter weight from 5 to 6   Enter weight from 28 to 29   Enter weight from 9 to 3   Distance of node12=19    Enter weight from 6 to 7   Enter weight from 29 to 30   Enter weight from 8 to 2   Distance of node13=8    Enter weight from 7 to 8   Enter weight from 30 to 24   Enter weight from 7 to 1   Distance of node14=9    Enter weight from 8 to 9   Enter weight from 9 to 10   Distance of node16=10    Enter weight from 10 to 11   Enter weight from 27 to 21   Distance of node4=0    Enter weight from 11 to 12   Enter weight from 26 to 20   Path=3<-2<-1    Enter weight from 12 to 13   Enter weight from 25 to 19   Path=3<-2<-1    Enter weight from 13 to 14   Enter weight from 24 to 18   Enter weight from 15 to 16   Enter weight from 27 to 19   Distance of node6=14    Enter weight from 15 to 16   Enter weight from 22 to 16   Enter weight from 16 to 17   Enter weight from 21 to 15   Enter weight from 17 to 18   Enter weight from 20 to 14   Distance of node19=10    Enter weight from 16 to 17   Distance of node6=10   Distance of node22=16    Enter weight from 16 to 17   Distance of node19=0   Distance of node22=15    Enter weight from 16 to 17   Distance of node10=10   Distance of node23=15    Enter weight from 17 to 18   Enter weight from 20 to 14   Distance of node10=10   Distance of node23=16    Enter weight from 17 to 18   Enter weight from 20 to 14   Distance of node10=10   Distance of node23=15    Enter weight from 17 to 18   Enter weight from 20 to 14   Distance of node10=10   Distance of node24=20   Distance
Stance of nodel2=19   Stance of nodel2=19   Stance of nodel2=19   Stance of nodel2=19   Stance of nodel3=8   Stance of nodel3=9   Stance of nodel3=9   Stance of nodel3=10   Stance of no
Enter weight from 6 to 7
3
2
Enter weight from 7 to 8  Enter weight from 30 to 24  Enter weight from 7 to 1  Enter weight from 8 to 9  Enter weight from 9 to 10  Enter weight from 9 to 10  Enter weight from 10 to 11  Enter weight from 10 to 11  Enter weight from 10 to 12  Enter weight from 10 to 12  Enter weight from 10 to 12  Enter weight from 10 to 13  Enter weight from 10 to 14  Enter weight from 10 to 15  Enter weight from 10 to 15  Enter weight from 10 to 16  Enter weight from 10 to 17  Enter weight from 10 to 18  Enter weight from 10 to 19  Enter weight from 10 to 10  Enter weig
## Bit   ## A
Enter weight from 8 to 9
Distance of node2=6
Enter weight from 9 to 10
Inter weight from 10 to 11 Enter weight from 27 to 21 Path=3<-2<-1 Path=3<-2<-1 Path=17<-11<-10<-9<-8<-7<-1 Distance of node4=10 Path=18<-17<-11 Distance of node4=10 Path=18<-17<-1 Distance of node4=10 Path=20<-13<-13  Enter weight from 11 to 12 Enter weight from 26 to 20 Path=4<-3<-2<-1 Path=3<-2<-1 Distance of node5=11 Distance of node6=11 Distance of node6=14 Distance of node6=14 Distance of node6=14 Distance of node2=10 Path=18<-17<-11<-10<-9<-8<-7<-1 Distance of node6=14 Distance of node2=10 Path=20<-14<-8<-7<-1 Distance of node7=4 Distance of node7=4 Distance of node7=4 Distance of node8=8 Path=21<-20<-14<-8<-7<-1 Distance of node2=10 Path=21<-20<-14<-8<-7<-1 Distance of node2=10 Path=21<-20<-14<-8<-7<-1 Distance of node2=10 Path=21<-20<-14<-8<-7<-1 Distance of node2=10 Path=22<-23<-17<-11<-10<-9<-8<-7<-1 Distance of node2=10 Path=23<-17<-11<-10<-9<-8<-7<-1 Distance of node2=10 D
Enter weight from 10 to 11
2
Enter weight from 11 to 12
7 2 Distance of node5=11 Path=5<-4<-3<-2<-1 Distance of node6=14 Distance of node6=14 Path=19<-13<-7<-1 Distance of node2=16 Path=20<-14<-8<-7<-1 Distance of node2=16 Path=20<-14<-8<-7<-1 Distance of node8=8 Enter weight from 14 to 15 Enter weight from 15 to 16 Enter weight from 22 to 16 Enter weight from 16 to 17 Enter weight from 16 to 17 Enter weight from 17 to 18 Enter weight from 20 to 14 Distance of node5=14 Path=19<-13<-7<-1 Distance of node20=10 Path=20<-14<-8<-7<-1 Distance of node21=13 Path=21<-20<-14<-8<-7<-1 Distance of node21=13 Path=22<-23<-17<-11<-10<-9<-8<-7<-1 Distance of node21=13 Path=21<-20<-14<-8<-7<-1 Distance of node21=13 Path=21<-20<-14<-10<-9<-8<-7<-1 Distance of node21=13 Path=21<-20<-14<-10<-9<-8<-7<-1 Distance of node21=13 Path=21<-20<-14<-8<-7<-1 Distance of node21=13 Path=21<-20<-14<-8<-7<-1 Distance of node21=13 Path=21<-20<-14<-13<-14<-8<-7<-1 Distance of node21=13 Path=21<-20<-14<-8<-7<-1 Distance of node21=13 Path=21<-20<-14<-13<-14<-8<-7<-1 Distance of node21=13 Path=21<-20<-14<-8<-7<-1 Distance of node21=10 Path=21<-20<-14<-8<-7<-1 Distance of node24=20 Path=22<-23<-17<-11<-10<-9<-8<-7<-1 Distance of node24=20 Path=24<-23<-17<-11<-10<-9<-8<-7<-1 Distance of node21=10 Path=23<-17<-11<-10<-9<-8<-7<-1 Distance of node21=10 Path=23<-17<-11<-10<-9<-8<-7<-1 Distance of node23=15 Path=23<-17<-11<-10<-9<-8<-7<-1 Distance of node24=20 Path=24<-23<-17<-11<-10<-9<-8<-7<-1 Distance of node21=10
Enter weight from 12 to 13
Enter weight from 13 to 14
8 Distance of node7=4 Enter weight from 14 to 15 Enter weight from 23 to 17 Path=7<-1 Enter weight from 15 to 16 Enter weight from 22 to 16 Path=8<-7<-1 Distance of node8=8 Enter weight from 15 to 16 Enter weight from 22 to 16 Path=8<-7<-1 Distance of node9=9 Enter weight from 16 to 17 Enter weight from 21 to 15 Path=9<-8<-7<-1 Distance of node10=10 Enter weight from 17 to 18 Enter weight from 20 to 14 Path=10<-9<-8<-7<-1 Distance of node11=12 Path=20<-14<-8<-7<-1 Distance of node21=13 Path=20<-14<-8<-7<-1 Distance of node21=13 Path=21<-20<-14<-8<-7<-1 Distance of node22=16 Path=22<-17<-11<-10<-9<-8<-7<-1 Distance of node22=16 Path=22<-17<-11<-10<-9<-8<-7<-1 Distance of node22=16 Path=22<-17<-11<-10<-9<-8<-7<-1 Distance of node22=16 Path=22<-17<-11<-10<-9<-8<-7<-1 Distance of node22=16 Distance of node2=16 Path=22<-17<-11<-10<-9<-8<-7<-1 Distance of node2=16 Distance of node3=16
Enter weight from 14 to 15
Distance of node8=8 Enter weight from 15 to 16 Enter weight from 22 to 16 2 Enter weight from 16 to 17 Enter weight from 21 to 15  The weight from 16 to 17 Enter weight from 21 to 15  The weight from 17 to 18 Enter weight from 20 to 14  The weight from 20 to 15  The weight from
Enter weight from 15 to 16
2 7 Distance of node9=9 Path=22<-23<-1/<-11<-10<-9<-8<-7<-1 Distance of node9=9 Path=22<-23<-1/<-11<-10<-9<-8<-7<-1 Distance of node0=9 Distance of node0=10 Distance of node0=10 Path=23<-17<-11<-10<-9<-8<-7<-1 Distance of node10=10 Distance of node0=10 Distance of node24=20 Path=24<-23<-17<-11<-10<-9<-8<-7<-1 Distance of node11=12 Path=24<-23<-17<-11<-10<-9<-8<-7<-1 Distance of node11=12 Distance of node11=12 Path=24<-23<-17<-11<-10<-9<-8<-7<-1 Distance of node11=12 Distance of node24=20 Distance of node11=12 Distance of node24=20 Distance of node11=12 Distance of node11=12 Distance of node24=20 Distance of node11=12 Distance of node11=12 Distance of node24=20 Distance of node11=12 Distance of node24=20 Distance of node11=12 Distance of n
The weight from 10 to 17 return weight from 21 to 15 realis-94-74-1  Path=23<-17<-11<-10<-9<-8<-7<-1  Distance of node10=10  Path=23<-17<-11<-10<-9<-8<-7<-1  Distance of node24=20  Path=24<-23<-17<-11<-10<-9<-8<-7<-1  Path=24<-23<-17<-11<-10<-9<-8<-7<-1
Enter weight from 17 to 18
7 Path=24<-23<-17<-11<-10<-9<-8<-7<-1
bisedice of modell-12
0 Distance of node12=19 Path=25<-26<-20<-14<-8<-7<-1 Enter weight from 19 to 20 Enter weight from 18 to 12 Path=12<-11<-10<-9<-8<-7<-1 Distance of node26=12
Enter weight from 19 to 20 Enter weight from 16 to 12 Patienz-18-18-20-3-3(-1) Distance of node13-8 Path=26<-20<-14-8<-7<-1
Enter weight from 20 to 21 Enter weight from 17 to 11 Path-13<-7<-1 Distance of node27=16
3 1 Distance of node14=9 Path=27<-21<-20<-14<-8<-7<-1
Enter weight from 21 to 22 Enter weight from 16 to 10 Path=14<-8<-7<-1 Distance of node28=17
8 7 Distance of node15=10 Path=28<-22<-23<-17<-11<-10<-9<-8<-7<-1
Enter weight from 22 to 23 Enter weight from 15 to 9 Path=15<-14<-8<-7<-1 Distance of node29=18
Distance of node16=12 Path=29<-23<-17<-11<-10<-9<-8<-7<-1
Enter weight from 23 to 24 Enter weight from 14 to 8 Path=16<-15<-14<-8<-7<-1 Distance of node30=24
5 Distance of node17=13 Path=30<-29<-23<-17<-11<-10<-9<-8<-7<-1

### Завдання № 8

Знайти ейлеровий цикл в ейлеровому графі двома методами: а) Флері; б) елементарних циклів.



a)1-2-8-11-9-10-6-4-10-3-9-7-11-2-3-4-5-6-7-8-1

```
#define NODE 11
 using namespace std;

_int graph[NODE][NODE] = {
           {0,1,0,0,0,0,0,1,0,0,0},
           {1,0,1,0,0,0,0,1,0,0,1},
            {0,1,0,1,0,0,0,0,1,1,0},
            {0,0,1,0,1,1,0,0,0,1,0},
            {0,0,0,1,0,1,0,0,0,0,0},
            {0,0,0,1,1,0,1,0,0,1,0},
            {0,0,0,0,0,1,0,1,1,0,1},
            {1,1,0,0,0,0,1,0,0,0,1},
                                                                    edgeCount() {
           {0,0,1,0,0,0,1,0,0,1,1},
{0,0,1,1,0,1,0,0,1,0,0},
                                                                    int count = 0;
                                                                    for (int i = 0; i < NODE; i++)
    for (int j = i; j < NODE; j++)</pre>
            {0,1,0,0,0,0,1,1,1,0,0}
                                                                              if (tempGraph[i][j])
 int tempGraph[NODE][NODE];
                                                                                   count++;
☐ int findStartVert() {
☐ for (int i = 1; i < NODE; i++) {
                                                                    return count;
           int deg = 0;
                                                              void fleuryAlgorithm(int start) {
           for (int j = 0; j < NODE; j++) {
   if (tempGraph[i][j])</pre>
                                                                    static int edge = edgeCount();
                     deg++;
                                                                         if (tempGraph[start][v]) {
    if (edge <= 1 || !isBridge(start, v)) {</pre>
           if (deg % 2 != 0)
                                                                                   cout << start + 1 << "--" << v + 1 << " " << endl;
tempGraph[start][v] = tempGraph[v][start] = 0;
                return i;
      return 0;
                                                                                   fleuryAlgorithm(v);
_bool isBridge(int u, int v) {
      int deg = 0;
           if (tempGraph[v][i])
                                                               int main() {
                deg++;
                                                                    for (int i = 0; i < NODE; i++)
      if (deg > 1) {
                                                                         for (int j = 0; j < NODE; j++)</pre>
           return false;
                                                                    tempGraph[i][j] = graph[i][j];
cout << "Euler Path Or Circuit: \n";</pre>
      return true;
                                                                    fleuryAlgorithm(findStartVert());
```

# Апробація програми:

Microsoft Visual Studio Debuc

```
Euler Path Or Circuit:
1--2
2--3
3--4
4--5
5--6
6--4
4--10
10--3
3--9
9--7
7--6
6--10
10--9
9--11
11--2
2--8
8--7
7--11
11--8
```

1) 
$$1 - 2 - 8 - 1 +$$

4) 
$$7 - 9 - 10 - 6 - 7$$

5) 
$$6-4-5-6$$

• 
$$1-2-8-1$$

• 
$$1-2-3-9-12-2-8-1$$

• 
$$1-2-3-9-12-2-8-12-7-9-10-6-7-8-1$$

• 
$$1-2-3-9-12-2-8-12-7-9-10-6-4-10-3-4-5-6$$
  
-7-8-1

# Завдання №9

 $\neg_x \lor \neg_y \lor 1$ 

Спростити формули (привести їх до скороченої ДНФ).

9. 
$$(x \rightarrow y) \cdot (y \rightarrow z) \rightarrow (x \rightarrow z)$$
  
 $(\neg x \lor y)(\neg y \lor z) \rightarrow (x \rightarrow z)$   
 $(\neg x \neg y \lor \neg xz \lor yz) \rightarrow (x \rightarrow z)$   
 $(\neg x \neg y \lor yz) \rightarrow (\neg x \lor z)$   
 $\neg (\neg x \neg y \lor yz) \lor \neg xz$   
 $((x \lor y)(\neg y \lor \neg z)) \lor \neg x \lor z$   
 $x \neg y \lor x \neg z \lor y \neg y \lor y \neg z \lor \neg x \lor z$   
 $x \neg y \lor x \neg z \lor y \neg z \lor \neg x \lor z$   
 $y \neg z \lor x \neg y \lor \neg x \lor z$   
 $\neg x \lor \neg y \lor \neg z \lor z$