

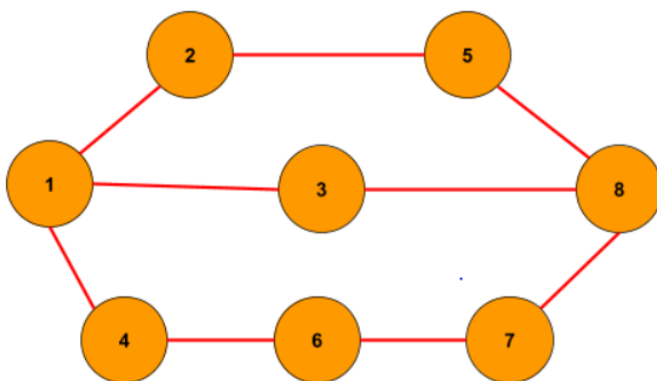
Find the Shortest Path in an Unweighted Graph

CodeStudio

Let $G = (V, E)$ be an undirected graph with E edges and V vertices. Let T be the shortest path between any 2 vertices in the graph such that there is no other path in the graph between any 2 vertices whose sum of edge weights is less than T 's sum of edge weights.

In the case of unweighted graphs, there will be no edge weights. In that case, the shortest path T will become the path between the given 2 vertices with the minimum number of edges.

Example:



Source: 1, Destination: 8 Output: {1, 3, 8}

addEdge Function:

- **Purpose:**
 - Populates the graph's adjacency list based on the provided edge list.
- **Explanation:**
 - Iterates through each edge in the **edges** vector.
 - For each edge, extracts the source vertex **u** and iterates over the connected vertices.
 - Adds an edge from **u** to **v** in the adjacency list.
 - For undirected graphs, adds an edge from **v** to **u**.
- **Time Complexity:**
 - $O(E)$, where E is the number of edges in the input vector.
- **Space Complexity:**

- $O(E)$, where E is the number of edges. Each edge results in the creation of an entry in the adjacency list.

Approach 1: Function to find the shortest path from source to destination using BFS

- **Purpose:**
 - Finds the shortest path from a source node to a destination node in the graph using BFS.
- **Explanation:**
 - Initializes data structures such as **visited**, **parent**, and a **queue** for BFS traversal.
 - Performs BFS traversal starting from the source node.
 - Tracks visited nodes, parent nodes, and enqueues nodes for exploration.
 - Reconstructs the shortest path from destination to source using parent links.
- **Time Complexity:**
 - $O(V + E)$, where V is the number of vertices and E is the number of edges.
 - **Combined with addEdge Function:**
 - **Total Time Complexity:** $O(V + E) + O(E) = O(V + 2E) \approx O(V + E)$
- **Space Complexity:**
 - $O(V + E)$, where V is the number of vertices and E is the number of edges.
 - **Combined with addEdge Function:**
 - **Total Space Complexity:** $O(V + E)$