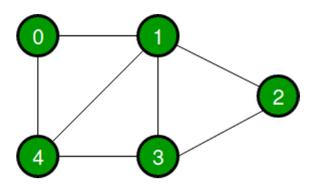
TASK:

Write a program that will implement the following graph in python.



```
♦ Untitled-2.py X ♦ Untitled-1.py
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⋈ Welcome
                python.py
C: > Users > Barina > ♦ Untitled-2.py > ...
       from collections import deque
       class Graph:
           def __init__(self):
               self.graph = {} # Dictionary to store the graph
           def add_edge(self, u, v):
               # If the node is not in the graph, add it with an empty list
               if u not in self.graph:
                   self.graph[u] = []
               if v not in self.graph:
                   self.graph[v] = []
               self.graph[u].append(v)
               self.graph[v].append(u)
           def display(self):
                # Display the graph in a readable format
                                                       Σ Python + ∨ Π 🛍
```

```
C: > Users > Barina > ♦ Untitled-2.py > ...
      class Graph:
           def display(self):
               # Display the graph in a readable format
               print("Graph (Adjacency List):")
               for node in self.graph:
                   print(f"{node} --> {self.graph[node]}")
           def bfs(self, start):
               visited = set() # Keep track of visited nodes
               queue = deque([start]) # Start from the given node
               print("\nBFS Traversal starting from node", start, ":")
               while queue:
                   node = queue.popleft() # Pop the first element in the q
                   if node not in visited:
                       print(node, end=" ") # Print the node
                       visited.add(node) # Mark it as visited

∑ Python + ∨ □ 

□ ··· ^ ×

          OUTPUT
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d-2.py
```

```
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ズ Welcome
                python.py
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C: > Users > Barina > ♥ Untitled-2.py > ...
       class Graph:
           def bfs(self, start):
                        print(node, end=" ") # Print the node
                        visited.add(node) # Mark it as visited
                        # Add unvisited neighbors to the queue
                        for neighbor in self.graph[node]:
                            if neighbor not in visited:
                                queue.append(neighbor)
       # Create the graph
       g = Graph()
       g.add_edge(0, 1)
       g.add_edge(0, 4)
       g.add_edge(1, 2)
       g.add_edge(1, 3)
       g.add_edge(1, 4)

    Python + ∨ □ 
    □ ··· ∧ ×

           OUTPUT DEBUG CONSOLE
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d-2.py
```

```
≺ Welcome
                                 ♦ Untitled-2.py X ♦ Untitled-1.py
C: > Users > Barina > ♥ Untitled-2.py > ...
       g.add_edge(0, 1)
     g.add_edge(0, 4)
       g.add_edge(1, 2)
       g.add_edge(1, 3)
      g.add_edge(1, 4)
       g.add_edge(2, 3)
       g.add_edge(3, 4)
       # Show the graph
      g.display()
       # Run BFS starting from node 0
       g.bfs(0)
  55

∑ Python + ∨ □ 

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           OUTPUT DEBUG CONSOLE
                                    TERMINAL
 d-2.py
 Graph (Adjacency List):
0 --> [1, 4]
1 --> [0, 2, 3, 4]
 4 --> [0, 1, 3]
 2 --> [1, 3]
 3 --> [1, 2, 4]
 BFS Traversal starting from node 0 :
 0 1 4 2 3
 PS C:\Users\Barina>
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```

TASK 2:

Implementation of BFS in c++.

from collections import deque, defaultdict

This class represents a directed graph using adjacency list representation class Graph:

```
def _init_(self, V):
    self.V = V # Number of vertices
    self.adj = defaultdict(list) # Dictionary to store adjacency lists
```

Function to add an edge to the graph

```
def addEdge(self, v, w):
 self.adj[v].append(w)
# Function to perform BFS traversal from a given source 's'
def BFS(self, s):
 # Mark all the vertices as not visited
 visited = [False] * self.V
 # Create a queue for BFS
 queue = deque()
 # Mark the current node as visited and enqueue it
 visited[s] = True
 queue.append(s)
 while queue:
   # Dequeue a vertex from queue and print it
   s = queue.popleft()
   print(s, end=" ")
   # Get all adjacent vertices of the dequeued vertex s
   # If an adjacent has not been visited, mark it visited and enqueue it
   for i in self.adj[s]:
     if not visited[i]:
       visited[i] = True
       queue.append(i)
```

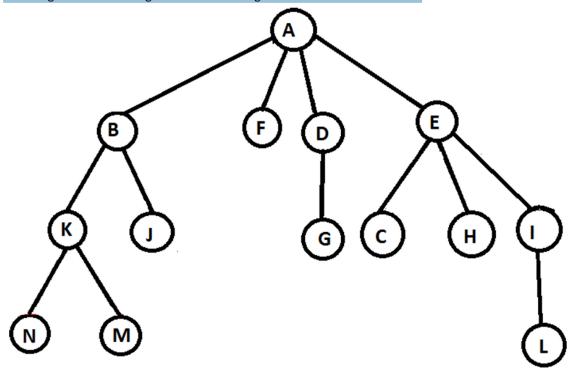
Driver program to test the methods of the Graph class

```
if _name_ == "_main_":
  # Create a graph with 4 vertices
  g = Graph(4)
  g.addEdge(0, 1)
  g.addEdge(0, 2)
  g.addEdge(1, 2)
  g.addEdge(2, 0)
  g.addEdge(2, 3)
  g.addEdge(3, 3)
  print("Following is Breadth First Traversal (starting from vertex 2):")
  g.BFS(2)
IN Python:
from collections import defaultdict, deque
class Graph:
  def_init_(self, V):
   self.V = V # Number of vertices
    self.adj = defaultdict(list) # Dictionary to store adjacency list
  def addEdge(self, v, w):
    self.adj[v].append(w) \# Add \# to \# list
  def BFS(self, s):
   visited = [False] * self.V # Mark all vertices as not visited
    queue = deque() # Create a queue for BFS
   visited[s] = True # Mark the source node as visited
```

```
queue.append(s)
   while queue:
     s = queue.popleft() # Dequeue a vertex
     print(s, end=" ")
     # Get all adjacent vertices
     for i in self.adj[s]:
       if not visited[i]:
         visited[i] = True
         queue.append(i)
# Driver code to test the Graph class
g = Graph(4)
g.addEdge(0, 1)
g.addEdge(0, 2)
g.addEdge(1, 2)
g.addEdge(2, 0)
g.addEdge(2, 3)
g.addEdge(3, 3)
print("Following is Breadth First Traversal (starting from vertex 2):")
g.BFS(2)
You are given the following tree whose starting node is A and Goal node is G
```

TASK 3:

You are given the following tree whose starting node is **A** and Goal node is **G**



You are required to implement the following graph in python and then apply the following search(Stop the search when goal is achieved)

a) Breadth First Search using Queue.

```
C: > Users > Barina > 🏓 Untitled-2.py > ...
       from collections import deque
      # Simple graph
       graph = {
           'F': [],
           'D': ['G'],
           'E': ['C', 'H', 'I'], 'K': ['N', 'M'],
           'J': [],
           'G': [],
           'C': [],
           'H': [],
           'N': [],
           'M': [],
           'L': []
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           OUTPUT
                    DEBUG CONSOLE
                                    TERMINAL
PS C:\Users\Barina> & "C:/Program Files/Python313/python.exe" c:/Users/Barina/Untitle
```

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               python.py
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      def bfs(start, goal):
                  # it we tound the goal, return the path
                  if node == goal:
                      return path
                  for neighbor in graph[node]:
                      new_path = path + [neighbor]
                                                                                     Copilc
                                                                                     are po
                      queue.append(new_path)
          return None # If path not found
                                                                                       0
                                                                                       @
      result = bfs('A', 'M')
 45
      print("Path from A to G:", result)
                                                                                       Тур
                                                    TERMINAL
PS C:\Users\Barina> & "C:/Program Files/Python313/python.exe" c:/Users/Barina/Untitle
d-2.py
Path from A to G: ['A', 'D', 'G']
PS C:\Users\Barina> & "C:/Program Files/Python313/python.exe" c:/Users/Barina/Untitle
                                                                                     0 Ad
d-2.py
Path from A to G: ['A', 'B', 'K', 'M']
PS C:\Users\Barina>
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C: > Users > Barina > 🕏 Untitled-2.py > ...
            'L': []
       }
       def bfs(start, goal):
           queue = deque()
           queue.append([start]) # Add the starting path
           visited = [] # Track visited nodes
           while queue:
               path = queue.popleft() # Take one path from the front
               node = path[-1]
                                       # Look at the last node in the path
               if node not in visited:
                   visited.append(node)
                   # If we found the goal, return the path
                    if node == goal:
                                                        ▶ Python + ∨ □ · · · ∧ ×
           OUTPUT
                                  TERMINAL
```

Task3:
Implement priority Queue.

```
♥ Untitled-2.py X ♥ Untitled-1.py
XI Welcome
               🕏 python.py
C: > Users > Barina > 🕏 Untitled-2.py > ...
       class PriorityQueue:
           def __init__(self):
               self.queue = []
           def enqueue(self, item, priority):
               self.queue.append((priority, item)) # Store as (priority, v.
           def dequeue(self):
               if not self.queue:
                   return None
               self.queue.sort() # Sort by priority (lowest number = highe
               return self.queue.pop(0)[1] # Return item with highest prio
           def display(self):
               print("Priority Queue:")
               for priority, item in sorted(self.queue):
                   print(f"Item: {item}, Priority: {priority}")
       pq = PriorityQueue()
PROBLEMS
           OUTPUT DEBUG CONSOLE
                                  TERMINAL
                                             PORTS

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```

```
C: > Users > Barina > 🕏 Untitled-2.py > ...
 1 class PriorityQueue:
                   print(f"Item: {item}, Priority: {priority}")
      pq = PriorityQueue()
      pq.enqueue("Task A", 2)
      pq.enqueue("Task B", 1)
      pq.enqueue("Task C", 3)
      pq.display()
      print("Dequeued:", pq.dequeue()) # Should return "Task B" (priority
      pq.display()
 29
                                                       ∑ Python + ∨ □ ଢ ··· ^ ×
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL
PS C:\Users\Barina> & "C:/Program Files/Python313/python.exe" c:/Users/Barina/Untitle
d-2.py
Priority Queue:
Item: Task B, Priority: 1
Item: Task A, Priority: 2
Item: Task C, Priority: 3
Dequeued: Task B
Priority Queue:
Item: Task A, Priority: 2
Item: Task C, Priority: 3
PS C:\Users\Barina>
```