## Extra work done:

Node class used to store objects in Graph class

Random graphs

## Output

```
Please enter number of vertices:
01001111101000001001
Please enter initial vertex from a - t to perform BFS:
'e', dst 2 Shortest Path: e r
'h', dst 2 Shortest Path: h r
'n'. dst 1 Shortest Path: n
't', dst 1 Shortest Path: t
```

```
Part B
Example Graph
000100000
000101000
000110000
1 1 1 0 0 1 0 0 0
0 0 1 0 0 0 0 0 0
010100000
0 0 0 0 0 0 0 1 1
00000100
00000100
Graph is bipartite.
'a' blue
'b' blue
'c' blue
                                        'a' blue
'd' red
                                        'b' red
'e' red
                                        'c' blue
'f' red
                                        'd' red
'g' blue
                                        'e' red
'h' red
                                        'f' red
'h' red
```

```
Random Graph
Please enter number of vertices: 10
Please enter number of edges, max 55: 20
0 1 0 1 1 1 1 1 0 0
1010001000
0100001101
1000000011
1000010110
1000100000
1 1 1 0 0 0 0 1 1 0
1010101000
0 0 0 1 1 0 1 0 0 1
0 0 1 1 0 0 0 0 1 1
Graph is bipartite.
'g' red
'h' red
'i' blue
```

'j' red

```
package Lab7;
import java.util.Scanner;
public class Lab7 {
  public static void main(String args[]) {
    //part A
     Scanner in = new Scanner(System.in);
    boolean menu = true;
     while (menu) {
       System.out.println("A = Part A \setminus B = Part B \setminus All other input will exit.");
       String selection = in.next().toUpperCase();
       if (selection.equalsIgnoreCase("A")) {
         //part A
         Graph example = Graph.generateExampleA();
         System.out.print("Part A\nExample Graph\n");
         example.printAdjacencyMatrix();
         System.out.print("Please enter initial vertex from a - h to perform BFS: ");
          char c = in.next().charAt(0);
         example.BFS(example.getVertex(c));
         System.out.print("\nRandom Graph\nPlease enter number of vertices: ");
         int v = in.nextInt();
         System.out.printf("Please enter number of edges, max %d: ", (v * (v + 1)) / 2);
         int e = in.nextInt();
         example = Graph.generateRandom(v, e);
         example.printAdjacencyMatrix();
         System.out.printf("Please enter initial vertex from %s - %s to perform BFS: ",
               example.getGraph().get(0), example.getGraph().get(example.size() - 1));
         c = in.next().charAt(0);
         example.BFS(example.getVertex(c));
          System.out.println();
       } else if (selection.equalsIgnoreCase("B")){
         //part B
          System.out.println("\nPart B\nExample Graph");
         Graph example = Graph.generateExampleB();
         example.printAdjacencyMatrix();
         example.explore();
         System.out.print("\nRandom Graph\nPlease enter number of vertices: ");
         int v = in.nextInt();
         System.out.printf("Please enter number of edges, max %d: ", (v * (v + 1)) / 2);
         int e = in.nextInt();
         example = Graph.generateRandom(v, e);
         example.printAdjacencyMatrix();
         example.explore();
         System.out.println();
       else { menu = false; }
     in.close();
```

```
package Lab7;
import java.util.ArrayList;
public class Node {
  private char key;
  private int dst;
  private Node parent;
  private ArrayList<Node> adj;
  private String color;
  public Node(char name)
     key = name;
     adj = new ArrayList<>();
     dst = 0;
     parent = null;
  public void add(Node node)
  {
       adj.add(node);
       node.adj.add(this);
  }
  public boolean checkAdj(Node node)
     for (Node n : adj) {
       if (n.key == node.key)
         return true;
     return false;
  //mutators
  public void setDst(int d) { dst = d; }
  public void setParent(Node n) { parent = n; }
  public void setColor(String str) { color = str; }
  //accessors
  public int getDst() { return dst; }
  public Node getParent() { return parent; }
  public String getColor() { return color; }
  public ArrayList<Node> getAdj() { return adj; }
  public String toString() { return String.valueOf(key); }
package Lab7;
import java.util.ArrayList;
```

```
import java.util.LinkedList;
import java.util.Queue;
import java.util.Random;
public class Graph {
  private ArrayList<Node> vertices;
  public Graph()
     vertices = new ArrayList();
  public Graph(ArrayList<Node> copy)
     vertices = new ArrayList(copy);
  public void BFS(Node initial)
     Queue<Node> q = new LinkedList();
     q.add(initial);
     while(q.size() > 0) {
       Node nextNode = q.remove();
       for (Node n : nextNode.getAdj()) {
          if(n.getParent() == null && n != initial) {
            q.add(n);
            n.setParent(nextNode);
            n.setDst(nextNode.getDst() + 1);
     printBFS(initial);
  //helper method to print BFS
  private void printBFS(Node initial)
     System.out.printf("From initial node '%s':", initial);
     for (Node n : vertices) {
       System.out.printf("\n'%s', dst %d\tShortest Path: ", n, n.getDst());
       if (n.getParent() == null)
          System.out.print("Initial/Unconnected.");
       while (n.getParent() != null) {
          System.out.print(n + " ");
         n = n.getParent();
     System.out.println();
  public void explore()
     Node first = vertices.get(0);
     for (Node n : vertices)
```

```
n.setColor("gray");
  first.setColor("blue");
  boolean result = isBipartite(first);
  for (Node n : vertices) {
     if (n.getColor() == "gray") {
       n.setColor("blue");
       result = isBipartite(n);
     }
  if (result)
     System.out.println("Graph is bipartite.");
  else
     System.out.println("NOT bipartite.");
  for (Node n : vertices)
     System.out.printf(""%s'\t%s\n", n, n.getColor());
}
public boolean isBipartite(Node node)
  Queue<Node> q = new LinkedList();
  boolean bipartite = true;
  q.add(node);
  while(q.size() > 0 \&\& bipartite) {
     Node u = q.remove();
     for (Node v : u.getAdj()) {
       if (v.getColor() == "gray") {
          v.setColor("red");
        } else if (v.getColor() == u.getColor()) {
          bipartite = false;
   }
  return bipartite;
public void printAdjacencyMatrix()
  int[][] matrix = new int[vertices.size()][vertices.size()];
  for (int row = 0; row < vertices.size(); row++) {
     for (int col = 0; col < vertices.size(); col++) {
       Node one = vertices.get(row);
       Node two = vertices.get(col);
       if (one.getAdj().contains(two)) {
          matrix[row][col]++;
       System.out.print(matrix[row][col] + " ");
     System.out.println();
public static Graph generateRandom(int v, int e)
{
  Random rand = new Random();
```

```
ArrayList<Node> list = new ArrayList();
  for (char name = 0; name < v; name++){
     list.add(new Node((char) (name + 97)));
  for (int i = 0; i < e; i++) {
     Node nodeOne = list.get(rand.nextInt(v));
     Node nodeTwo = list.get(rand.nextInt(v));
     if (!nodeOne.checkAdj(nodeTwo))
       nodeOne.add(nodeTwo);
     else
       i--;
  return new Graph(list);
}
public static Graph generateExampleA()
  ArrayList<Node> list = new ArrayList();
  Node a = \text{new Node('a')};
  list.add(a);
  Node b = new Node('b');
  list.add(b);
  Node c = new Node('c');
  list.add(c);
  Node d = new Node('d');
  list.add(d);
  Node e = new Node('e');
  list.add(e);
  Node f = \text{new Node('f')};
  list.add(f);
  Node g = \text{new Node('g')};
  list.add(g);
  Node h = new Node('h');
  list.add(h);
  a.add(c);
  a.add(d);
  b.add(c);
  b.add(e);
  c.add(d);
  d.add(f);
  d.add(e);
  e.add(f);
  f.add(h);
  return new Graph(list);
public static Graph generateExampleB()
  ArrayList<Node> list = new ArrayList();
  Node a = new Node('a');
  list.add(a);
  Node b = new Node('b');
  list.add(b);
```

```
Node c = new Node('c');
  list.add(c);
  Node d = \text{new Node('d')};
  list.add(d);
  Node e = new Node('e');
  list.add(e);
  Node f = \text{new Node}('f');
  list.add(f);
  Node g = \text{new Node('g')};
  list.add(g);
  Node h = \text{new Node('h')};
  list.add(h);
  Node i = \text{new Node}('i');
  list.add(h);
  a.add(d);
  c.add(d);
  c.add(e);
  b.add(d);
  b.add(f);
  d.add(f);
  g.add(h);
  g.add(i);
  i.add(h);
  return new Graph(list);
}
public void add(Node node) { vertices.add(node); }
public ArrayList<Node> getGraph() { return vertices; }
public Node getVertex(int i) { return vertices.get(i); }
                                                              //list index
public Node getVertex(char i) { return vertices.get(i - 97); } //char key
public int size() { return vertices.size(); };
```

}