Example Graphs

```
e = example graphs
r = random graph
any other input will quit the program.
G1 Adjacency Matrix
0 1 1 1 0 0 0
0 0 0 1 0 0 0
0 0 0 1 0 0 0
0 0 0 0 1 0 0
0 0 0 0 0 0
0 0 0 0 1 0 0
0000100
Topological Order
d 3/6
b 2/7
c 8/9
a 1/10
f 11/12
g 13/14
G2 Adjacency Matrix
0 1 1 0 0 0
0 0 1 1 1 0
0 0 0 0 1 0
0 0 0 0 0 1
0 1 0 1 0 0
0 0 0 0 1 0
Cycle detected, topological sort is impossible
```

```
e = example graphs
r = random graph
any other input will quit the program.
# edges, max 120: 50
0 0 0 0 0 0 1 1 0 0 1 0 0 0 0
0 1 0 0 0 1 0 1 0 0 0 1 0 0 1
110100000100000
01000000000000000
0 0 0 0 0 0 1 1 0 0 0 1 1 0 0
1110000000000110
0 1 0 0 0 0 0 1 0 0 0 1 0 0 0
0 1 1 1 0 1 0 0 1 1 0 0 1 0 0
0 1 0 0 0 0 0 1 0 0 0 0 1 0 0
000000000010000
01100000000000000
0 0 0 0 0 1 0 0 0 0 0 0 0 0
Cycle detected, topological sort is impossible
```

```
e = example graphs
r = random graph
any other input will quit the program.
# vertices: 15
# edges, max 120: 10
0 0 0 0 0 1 0 0 0 0 0 1 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 1 0 0 0 0 0 0 0 0 0 0 0
0 0 0 1 0 0 0 0 0 0 0 0 0 0 1
0000010000000000
0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 1 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 1 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0
00000000000000000
0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 1 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 1 0 0 0 0
Topological Order
1 2/3
f 4/5
a 1/6
b 7/8
e 9/10
g 11/12
n 15/16
m 14/17
i 13/18
j 19/20
k 21/22
0 23/24
```

Random Graph

Random Graph - Cycle

```
package Lab8;
import java.util.Scanner;
public class Lab8 {
  public static void main(String args[]) {
     Scanner in = new Scanner(System.in);
     Graph g1 = Graph.generateG1();
     Graph g2 = Graph.generateG2();
     while (true) {
       System.out.println("e = example graphs\nr = random graph\nany other input will quit the program.");
       String input = in.next().toLowerCase();
       if (input.equals("e")) {
         System.out.println("G1 Adjacency Matrix");
          g1.printAdjacencyMatrix();
         g1.DFS(g1.getVertex(0));
         System.out.println("\nG2 Adjacency Matrix");
         g2.printAdjacencyMatrix();
         g2.DFS(g2.getVertex(0));
       } else if (input.equals("r")) {
         System.out.print("# vertices: ");
         int v = in.nextInt();
         System.out.printf("\n# edges, max %d: ", v*(v+1) / 2);
         int e = in.nextInt();
         Graph rand = Graph.generateRandom(v, e);
         rand.printAdjacencyMatrix();
         rand.DFS(rand.getVertex(0));
       } else {
         break;
    in.close();
package Lab8;
import java.util.ArrayList;
public class Node {
  private char key;
  private int dst;
  private int start; //start time
  private int end; //end time
  private Node parent;
  private ArrayList<Node> adj;
  public Node(char name)
    key = name;
    adj = new ArrayList<>();
```

```
dst = 0;
     parent = null;
     start = -1;
    end = -1;
  }
  //This method was altered to simulate directed edges
  public void add(Node node)
       adj.add(node);
  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 setStart(int i) { start = i; }
  public void setEnd(int i) { end = i; }
  //accessors
  public char getKey() { return key; };
  public int getDst() { return dst; }
  public Node getParent() { return parent; }
  public ArrayList<Node> getAdj() { return adj; }
  public int getStart() { return start; }
  public int getEnd() { return end; }
  public String toString() { return String.valueOf(key); }
package Lab8;
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 DFS(Node initial)
  boolean cycle = false;
  int time = 0;
  Queue<Node> tpl = new LinkedList();
  for (Node node : vertices) {
     if (node.getStart() == -1)
       cycle = dfsVisit(node, time, tpl);
     if (node.getEnd() != -1 && node.getEnd() > time) //time tracker
       time = node.getEnd();
  }
  if (!cycle) {
     System.out.println("\nTopological Order");
     for (Node n : tpl) {
       System.out.printf("%c %d/%d\n", n.getKey(), n.getStart(), n.getEnd());
     System.out.println();
  } else{
     System.out.println("Cycle detected, topological sort is impossible\n");
}
private boolean dfsVisit(Node node, int time, Queue<Node> list)
  boolean cycle = false;
  time++;
  node.setStart(time);
  for (int i = 0; i < node.getAdj().size() && !cycle; <math>i++) {
     Node v = node.getAdj().get(i);
     if (v.getStart() != -1 \&\& v.getEnd() == -1) {
       return true;
     if (v.getStart() == -1) 
       v.setParent(node);
       cycle = dfsVisit(v, time, list);
     if (v.getEnd() != -1 && v.getEnd() > time) //time tracker
       time = v.getEnd();
  if (!cycle) {
     time++;
     node.setEnd(time);
     list.add(node);
  return cycle;
```

```
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 generateG1()
  ArrayList<Node> example = new ArrayList();
  Node a = \text{new Node('a')};
  Node b = \text{new Node('b')};
  Node c = \text{new Node('c')};
  Node d = \text{new Node('d')};
  Node e = new Node('e');
  Node f = \text{new Node('f')};
  Node g = \text{new Node('g')};
  a.add(b);
  a.add(c);
  a.add(d);
  b.add(d);
  c.add(d);
  d.add(e);
  f.add(e);
  g.add(e);
```

```
example.add(a);
  example.add(b);
  example.add(c);
  example.add(d);
  example.add(e);
  example.add(f);
  example.add(g);
  return new Graph(example);
}
public static Graph generateG2()
  ArrayList<Node> example = new ArrayList();
  Node a = \text{new Node('a')};
  Node b = new Node('b');
  Node c = new Node('c');
  Node d = new Node('d');
  Node e = new Node('e');
  Node f = \text{new Node('f')};
  a.add(b);
  a.add(c);
  b.add(c);
  b.add(d);
  b.add(e);
  c.add(e);
  d.add(f);
  e.add(b);
  e.add(d);
  f.add(e);
  example.add(a);
  example.add(b);
  example.add(c);
  example.add(d);
  example.add(e);
  example.add(f);
  return new Graph(example);
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(); };
```

}