СОДЕРЖАНИЕ ОТЧЕТА

1 Как определить, есть ли в	графе цикл?	2
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void HasCycle(Route &current, Set<int> &vertices, int n, int initial_v, bool
&found) const {
    Route t = GetVertexEdges(current.back());
    Set<int> route = ToSet<int>(t.begin(), t.end());
    Set<int> not_included;
    std::set_difference(route.begin(), route.end(),
                        vertices.begin(), vertices.end(),
                        std::inserter(not_included, not_included.begin()));
    for (const auto &vertex: not_included) {
        current.push_back(vertex);
        if (vertex == initial_v) {
            if (current.size() > 3) {
                found = true;
        } else {
            vertices.insert(vertex);
            HasCycle(current, vertices, n, initial_v, found);
            vertices.erase(vertex);
        }
        current.pop_back();
        if (found) {
            return;
        }
    }
[[nodiscard]] bool HasCycle(const int origin) const {
    Route w{origin};
    Set<int> vertices{};
    bool found = false;
    HasCycle(w, vertices, this->size(), origin, found);
    return found;
[[nodiscard]] bool HasCycle() {
    for (auto &vertex: _vertices) {
        if (HasCycle(vertex.first)) {
            return true;
    }
    return false;
```

```
false
true

Process finished with exit code 0
```

В качестве основы был взят алгоритм генерации всех циклов