# EXPERIMENT – 3.3

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**Branch:** CSE **Section/Group:** 608 (B)

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**Subject Name:** DS **Subject Code:** 21CSH-211

**Aim of the practical** Write a program to demonstrate the traversal of graph using
Breadth first search
Depth first search

**Algorithm:**

**Breadth First search**

Step 1: SET STATUS = 1 (ready state) for each node in G.
Step 2: Enqueue the starting node A and set its STATUS = 2 (waiting state)
Step 3: Repeat Steps 4 and 5 until QUEUE is empty
Step 4: Dequeue a node N. Process it and set its STATUS = 3 (processed state).
Step 5: Enqueue all the neighbours of N that are in the ready state (whose STATUS = 1) and settheir STATUS = 2(waiting state)[END OF LOOP]
Step 6: EXIT

**Depth First Search**

Step 1: SET STATUS = 1 (ready state) for each node in G
Step 2: Push the starting node A on the stack and set its STATUS = 2 (waiting state)
Step 3: Repeat Steps 4 and 5 until STACK is empty
Step 4: Pop the top node N. Process it and set its STATUS = 3 (processed state)
Step 5: Push on the stack all the neighbors of N that are in the ready state (whose STATUS = 1) and set their STATUS = 2 (waiting state)[END OF LOOP]
Step 6: EXIT

**Program code:**

**Breadth first Search**

```
#include  <iostream>
#include <list> using
namespace  std;  class
Graph {
  int numVertices;
  list<int>* adjLists;
  bool* visited; public:
  Graph(int vertices); void
  addEdge(int src, int dest);
  void BFS(int startVertex);
};
```

```
Graph::Graph(int vertices) {
  numVertices = vertices; adjLists =
  new list<int>[vertices];
}
void Graph::addEdge(int src, int dest) {
  adjLists[src].push_back(dest);
  adjLists[dest].push_back(src);
}
void Graph::BFS(int startVertex) {
  visited = new bool[numVertices]; for
  (int i = 0; i < numVertices; i++)
  visited[i] = false; list<int>
  queue; visited[startVertex] =
  true;
  queue.push_back(startVertex)
  ; list<int>::iterator i; while
  (!queue.empty()) {
    int currVertex = queue.front(); cout << "Visited " << currVertex << " ";
    queue.pop_front(); for (i = adjLists[currVertex].begin(); i !=
    adjLists[currVertex].end(); ++i) {
      int adjVertex = *i; if
      (!visited[adjVertex]) {
      visited[adjVertex] = true;
      queue.push_back(adjVertex);
      }
    }
  }
} int main()
{ Graph
g(5);
  g.addEdge(0, 1);
  g.addEdge(0, 2);
  g.addEdge(1, 2);
  g.addEdge(2, 0);
  g.addEdge(2, 3);
  g.addEdge(3, 3);
  g.BFS(3);
  return 0;
}
```

**Depth first Search-**

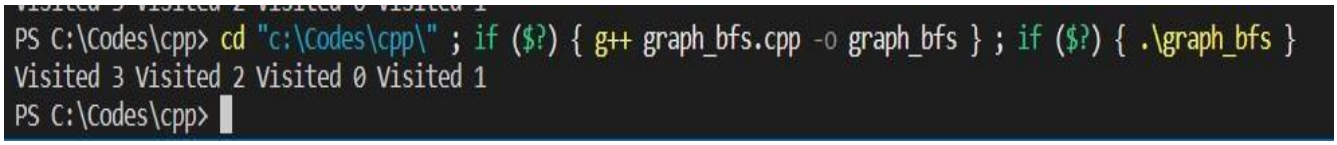
```
#include<bits/stdc++.h
> using namespace std;
class Graph { int V;
list<int> *adjList;
public: Graph(int V)
```

```
    { this->V = V; adjList =
new list<int>[V];
    } void addEdge(int v,
int w)
    { adjList[v].push_back(w);
    } void
DFS();
void DFSUtil(int s, vector<bool> &visited);
};
void Graph::DFSUtil(int s, vector<bool> &visited)
{    stack<int>    dfsstack;
dfsstack.push(s);     while
(!dfsstack.empty())
    { s = dfsstack.top();
      dfsstack.pop();
if (!visited[s])
       { cout << s
<< " ";
visited[s] = true;
       } for (auto i = adjList[s].begin(); i !=
adjList[s].end(); ++i)
if (!visited[*i]) dfsstack.push(*i);
    }
}

void Graph::DFS()
{     vector<bool>     visited(V,
false); for (int i = 0; i < V; i++)
if (!visited[i])
DFSUtil(i, visited);
}
int main()
{
    Graph gidfs(7); gidfs.addEdge(0,
1); gidfs.addEdge(0, 2);
gidfs.addEdge(0, 3);
gidfs.addEdge(1, 2);
gidfs.addEdge(2, 4);
gidfs.addEdge(3, 3);
gidfs.addEdge(4, 4);
cout << "Output of Iterative Depth-first traversal:\n";
gidfs.DFS(); return 0;
}
```

## Output:

### Breadth first Search-




### Depth first Search-