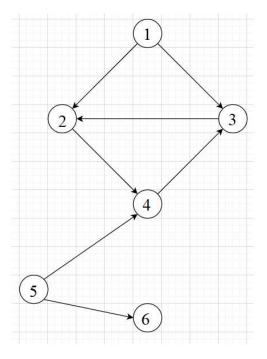
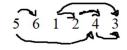
```
DFS
```

```
PROGRAM PDF;
(1)
(2)
       BEGIN:
         U := N - \{s\}; V := \{s\}; W := \emptyset;
(3)
         FOR toţi y \in N DO p(y) := 0;
(4)
         t := 1; t_1(s) := 1; t_2(s) := \infty;
(5)
(6)
          FOR toţi y \in U DO t_1(y) := \infty; t_2(y) := \infty;
          WHILE V \neq \emptyset DO
(7)
(8)
          BEGIN
             se selectează cel mai nou nod x introdus în V;
(9)
(10)
             IF există arc (x, y) \in A și y \in U
                 THEN U := U - \{y\}; V := V \cup \{y\}; p(y) := x;
(11)
                          t := t + 1; t_1(y) := t
                 ELSE V := V - \{x\}; W := W \cup \{x\}; t := t + 1; t_2(x) := t;
(12)
           END;
(13)
        END.
(14)
```



W: 3, 4, 2, 1, 5, 5



de revenire: $t1(y) \le t1(x) \le t2(x) \le t2(y)$

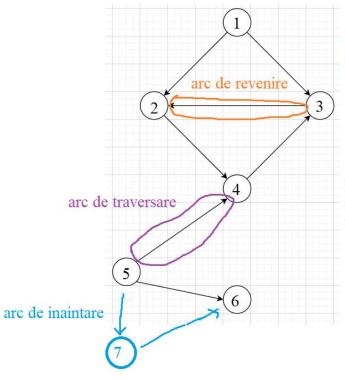
- t1(2) =
- t1(3) =
- t2(3) =
- t2(2) =

<u>de inaintare</u>: $t1(y) \le t2(y) \le t1(x) \le t2(x)$

- t1(5) =
- t1(7) =
- t2(5) =
- t2(7) =

de traversare: $t1(y) \le t2(y) \le t1(x) \le t2(x)$

- t1(5) =
- t1(4) =
- t2(5) =
- t2(4) =



REVENIRE:

face legatura intre doua noduri deja parcurse

TRAVERSARE:

face legatura intre doua componente conexe