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### Q1. Find Center of Star Graph

There is an undirected star graph consisting of n nodes labeled from 1 to n. A star graph is a graph where there is one center node and exactly n - 1 edges that connect the center node with every other node.

# Q2. Find if Path Exists in Graph

There is a bi-directional graph with n vertices, where each vertex is labeled from 0 to n - 1 (inclusive). The edges in the graph are represented as a 2D integer array edges, where each edges[i] = [ui, vi] denotes a bi-directional edge between vertex ui and vertex vi. Every vertex pair is connected by at most one edge, and no vertex has an edge to itself.

#### **Q3.** Minimum Height Trees

A tree is an undirected graph in which any two vertices are connected by exactly one path. In other words, any connected graph without simple cycles is a tree.

#### Q4. Evaluate Division

You are given an array of variable pairs equations and an array of real numbers values, where equations[i] = [Ai, Bi] and values[i] represent the equation Ai / Bi = values[i]. Each Ai or Bi is a string that represents a single variable.

#### **Q5.** All Paths From Source to Target

Given a directed acyclic graph (DAG) of n nodes labeled from 0 to n - 1, find all possible paths from node 0 to node n - 1 and return them in any order.

## Code:

```
#include <iostream>
#include <vector>
#include <string>
#include <unordered_map>
#include <map>
#include <algorithm>
#include <queue>
#include <stack>
using namespace std;
int findCenterOfStar(vector<vector<int>>& edges) {
  if (edges[0][0] == edges[1][0] || edges[0][0] == edges[1][1]) return edges[0][0];
  return edges[0][1];
}
bool validPath(int n, vector<vector<int>>& edges, int source, int destination) {
  vector<vector<int>> adj(n);
  for (auto &e: edges) {
```

```
adj[e[0]].push_back(e[1]);
    adj[e[1]].push_back(e[0]);
  vector<bool> visited(n,false);
  queue<int>q;
  q.push(source);
  visited[source] = true;
  while (!q.empty()) {
    int u=q.front();
    q.pop();
    if (u==destination) return true;
    for (auto &v: adj[u]) {
       if (!visited[v]) {
         visited[v]=true;
         q.push(v);
       }
    }
  }
  return false;
}
vector<int> findMinHeightTrees(int n, vector<vector<int>>& edges) {
  if (n==1) return {0};
  vector<int> deg(n,0);
  vector<vector<int>> adj(n);
  for (auto &e: edges) {
    adj[e[0]].push_back(e[1]);
    adj[e[1]].push_back(e[0]);
    deg[e[0]]++;
    deg[e[1]]++;
  }
  queue<int> leaves;
  for (int i=0;i<n;i++) {
    if (deg[i]==1) leaves.push(i);
  int count=n;
  while (count>2) {
    int sz=leaves.size();
    count-=sz;
    for (int i=0;i<sz;i++) {
       int leaf=leaves.front();
       leaves.pop();
       deg[leaf]=0;
       for (auto &v: adj[leaf]) {
         if (deg[v]>0) {
           deg[v]--;
           if (deg[v]==1) leaves.push(v);
         }
```

```
}
    }
  vector<int> ans;
  while (!leaves.empty()) {
    ans.push_back(leaves.front());
    leaves.pop();
  }
  return ans;
}
vector<double> calcEquation(vector<vector<string>>& equations, vector<double>& values,
vector<vector<string>>& queries) {
  unordered_map<string,vector<pair<string,double>>> graph;
  for (int i=0;i<equations.size();i++) {
    graph[equations[i][0]].push_back({equations[i][1], values[i]});
    graph[equations[i][1]].push_back({equations[i][0], 1.0/values[i]});
  vector<double> ans;
  for (auto &q: queries) {
    if (!graph.count(q[0]) | | !graph.count(q[1])) {
       ans.push_back(-1.0);
       continue;
    }
    if (q[0]==q[1]) {
       ans.push_back(1.0);
       continue;
    unordered_map<string,bool> visited;
    queue<pair<string,double>>Q;
    Q.push({q[0],1.0});
    visited[q[0]]=true;
    double res=-1.0;
    while (!Q.empty()) {
       auto front=Q.front();
       Q.pop();
       string cur=front.first;
       double valCur=front.second;
       if (cur==q[1]) {
         res=valCur;
         break;
       for (auto &nx: graph[cur]) {
         if (!visited[nx.first]) {
           visited[nx.first]=true;
           Q.push({nx.first,valCur*nx.second});
         }
      }
```

```
}
    ans.push back(res);
  return ans;
}
void dfsPaths(vector<vector<int>>& graph, int node, vector<int>& path, vector<vector<int>>& ans) {
  if (node == graph.size()-1) {
    ans.push_back(path);
    return;
  for (auto &nx : graph[node]) {
    path.push_back(nx);
    dfsPaths(graph, nx, path, ans);
    path.pop_back();
  }
}
vector<vector<int>> allPathsSourceTarget(vector<vector<int>>& graph) {
  vector<vector<int>> ans;
  vector<int> path;
  path.push_back(0);
  dfsPaths(graph,0,path,ans);
  return ans;
}
int main() {
  vector<vector<int>> edges1 = {{1,2},{2,3},{4,2}};
  cout << findCenterOfStar(edges1) << endl;</pre>
  vector<vector<int>> edges2 = {{0,1},{1,2},{2,0}};
  cout << (validPath(3, edges2, 0, 2) ? "true" : "false") << endl;</pre>
  vector<vector<int>> edges3 = {{1,0},{1,2},{1,3}};
  vector<int> res3 = findMinHeightTrees(4, edges3);
  for (auto &x: res3) cout << x << " ";
  cout << endl;
  vector<vector<string>> eq4 = {{"a","b"},{"b",,"c"}};
  vector<double> val4 = \{2.0,3.0\};
  vector<vector<string>> queries4 = {{"a", "c"},{"b", "a"},{"a", "e"},{"a", "a"},{"x", "x"}};
  vector<double> res4 = calcEquation(eq4, val4, queries4);
  for (auto &x: res4) cout << x << " ";
  cout << endl;
  vector<vector<int>> graph5 = {{1,2},{3},{3},{}};
  vector<vector<int>> res5 = allPathsSourceTarget(graph5);
  for (auto &path : res5) {
```

```
for (auto &num : path) cout << num << " ";
  cout << endl;
}
return 0;
}</pre>
```

# Output:

```
nnnvqq.xux' '--dbgExe=C:\r
2
true
1
6 0.5 -1 1 -1
0 1 3
0 2 3
```