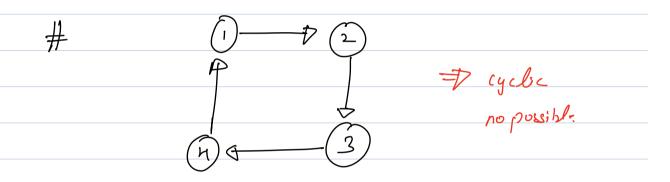
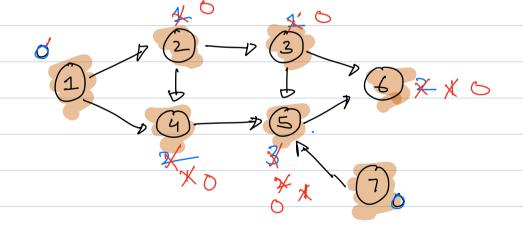
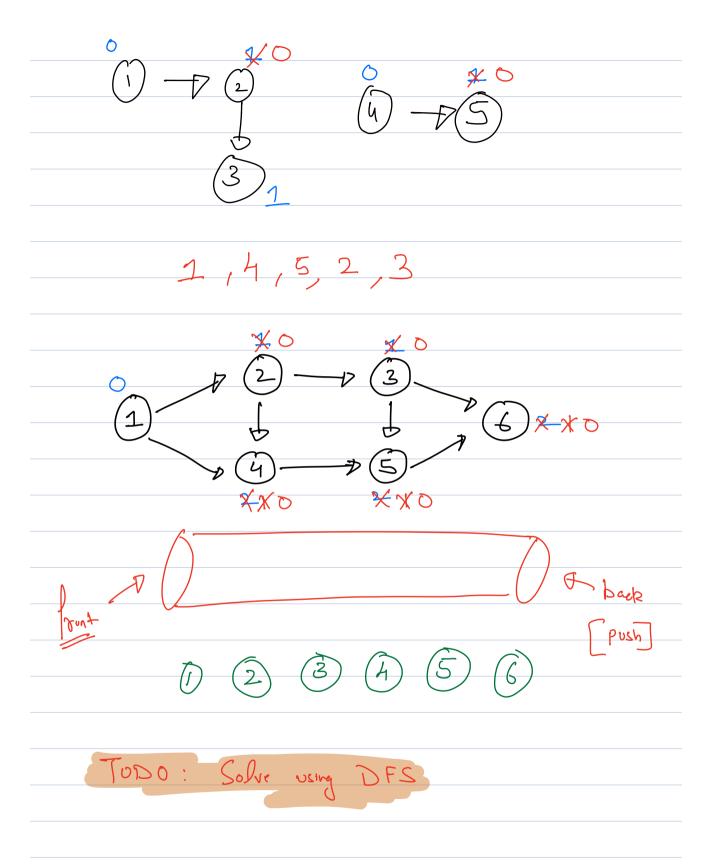


1,2,4,3,5,6







Pseudo (ode:

D Calculate indeque of each node.

2) Find nodes with indeque = 0 I push to Queve.

(3) While (!O.empty()) L.

- Pop the element, contact

P Roduce the indeque of it's neighbours.

becomes O, push to Over.

2

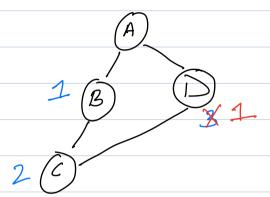
0, 3, 6, 6,

1, 6, 2, 3, 4,5

## Showlest Distance

## UN WEIGHTED GRAPHS

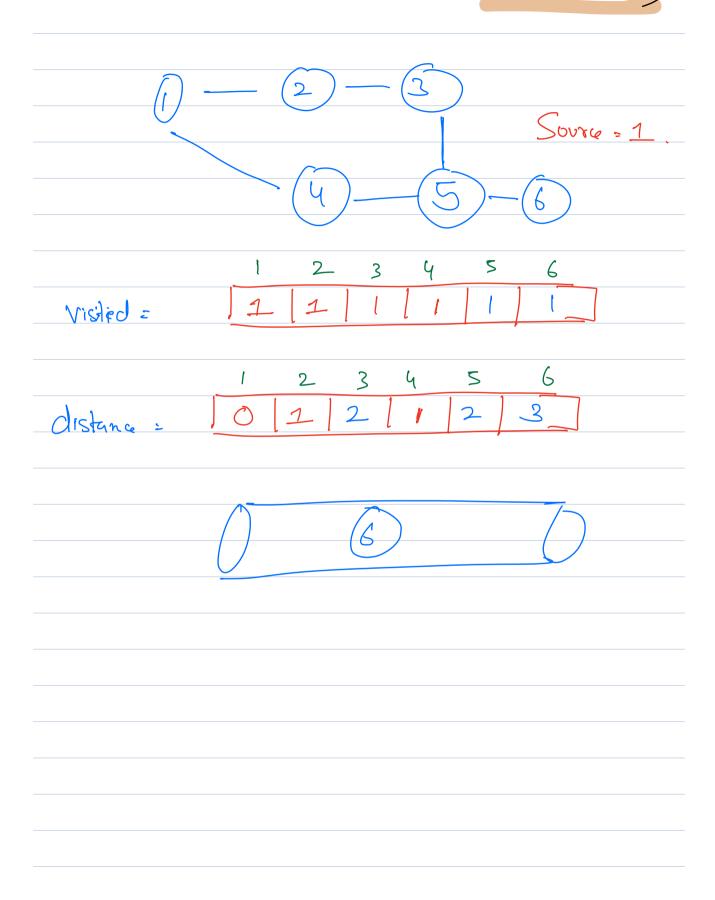
Source = A

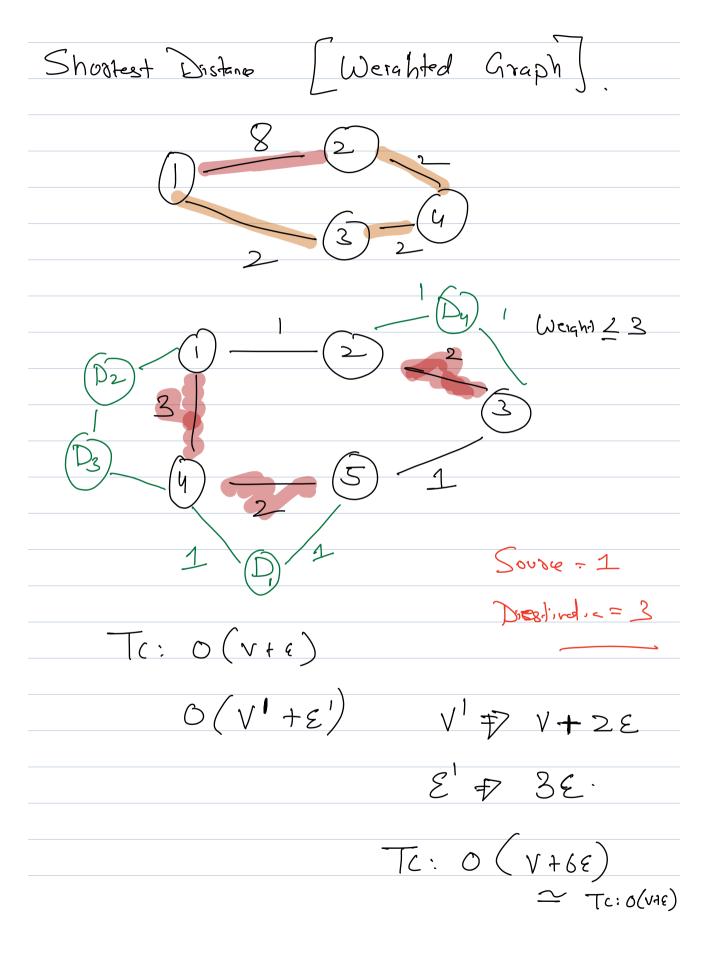


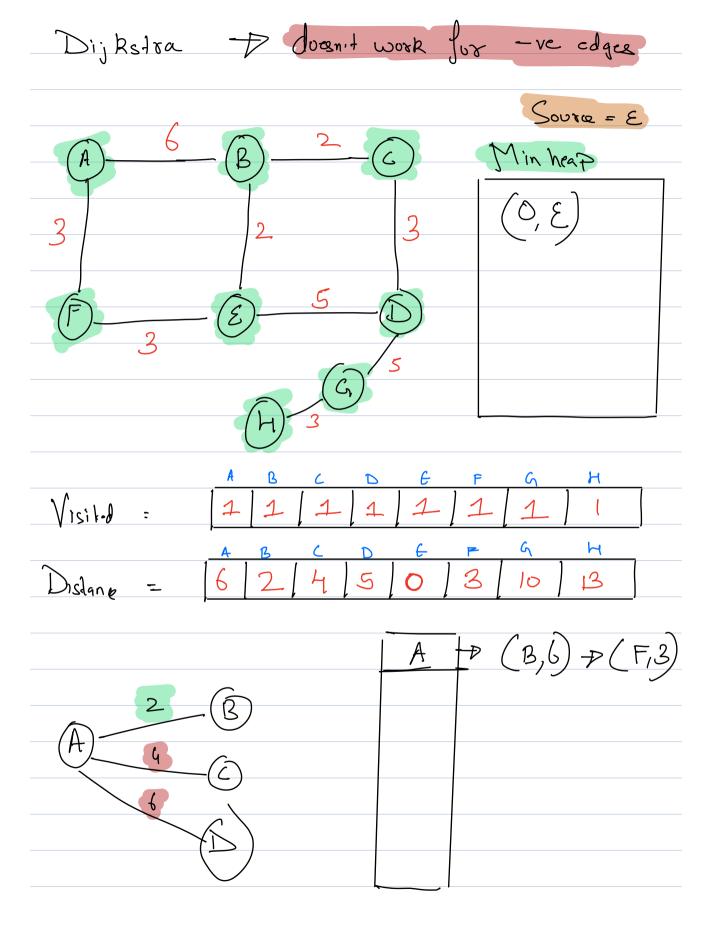
Shorder from Source to destroting

Level of destination

Pseudo Code
void bls (Int source.) L.
int visited (n) - 203;
Queue Lint > 9:
a, push (sousce)
visited [source] = 1; distance [source] =0;
While ( ! O. empty()) L.
int n = d. (ronac);
a.pop();
Α
for (Inti=0; izadj [n].size(); i++)
int neigh of adj [n] [i];
if (   visited (neigh]) d
9. push (nrigh):
Visited [neigh] = 1
distance [neigh] = distance [n] +1
3
3 (V-16)
S(: O(V49)







## Perudo Code! dis (n) = 8-13 Minheap < Paix < int, int > > mh; dis [ source ] =0 mh. push (make-pair (O, source)). while ( | mh. empty () ) L d, node => mh. front(): mh. pop (); if (dis [node] |=-1) continue; dis [node] = d; for (int i=0; i Ladj [node] size(); i+1) ! neigh, wei = adj [node] [i] if ( dis (nesh] = = -1) { mh. push (make-paix d+ weis)

