

## Ady Matrix

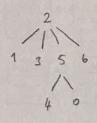
	0	1	2	3	, 4	, 5	6
0	11/1	1.0		1.0	1.0	1.0	
1	1.0	1/11	1.0	1.0	1.0		1.0
2		1.0	1/4	1.0		1.0	1.0
3	1.0	1.0	1.0	1/4	1.0	1.0	1.0
ч	1.0	1.0		1.0	14,	1.0	
5	1.0		1.0	1.0	1.0	111	1.0
6		1.0	1.0	1.0		1.0	1/4

Should be Symmetrical

## DFS Tree

2. 5. 6.

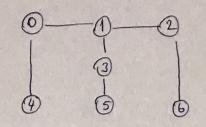
## BFS Tree

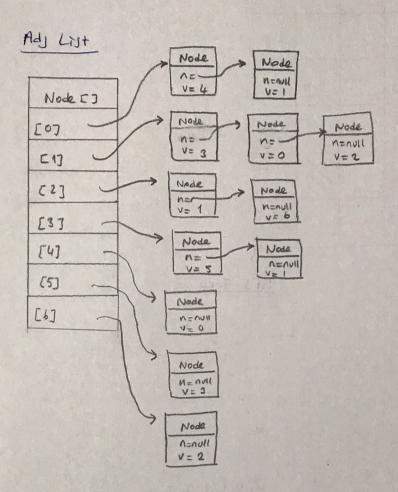


2,6,5,3,1,4,0

2,6,5,4,3,1,0

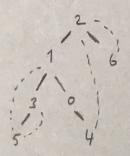
( Storting from wetex 2)





Adj. Meutrix											
	0	1	, 2	, 3	4	5	6				
0	4/,	1.0			1.0						
1	1.0	1/1	1.0	1.0							
2		1.0	1/1				1.0				
3		1.0		1/1		1.0					
4	1.0				1/1						
5				1.0		1/1					
6			1.0				1/1				

DFS Tree



2,6,1,3,5,0,4

BFS Tree

2 1 6

2,6,1,3,0,5,4

( Starting from vertex 2)

For the first groph &

$$|V|=7$$
,  $|E|=16$   $\Rightarrow$  Density =  $\frac{|E|}{|V|^2} = \frac{16}{49}$ 

For the second graph :

$$|V| = 7$$
,  $|E| = 6 \Rightarrow Density = \frac{|E|}{|V|^2} = \frac{6}{48}$ 

As con be seen in the lists and tables, a dense graph takes more time when searching for nodes as list, compared to a sporse graph

And a sporse groph's adjacent table is nostly empty; which is a waste of memory

It is better to represent dance graphs as adjunctrices and sporse graphs as odd, lists.