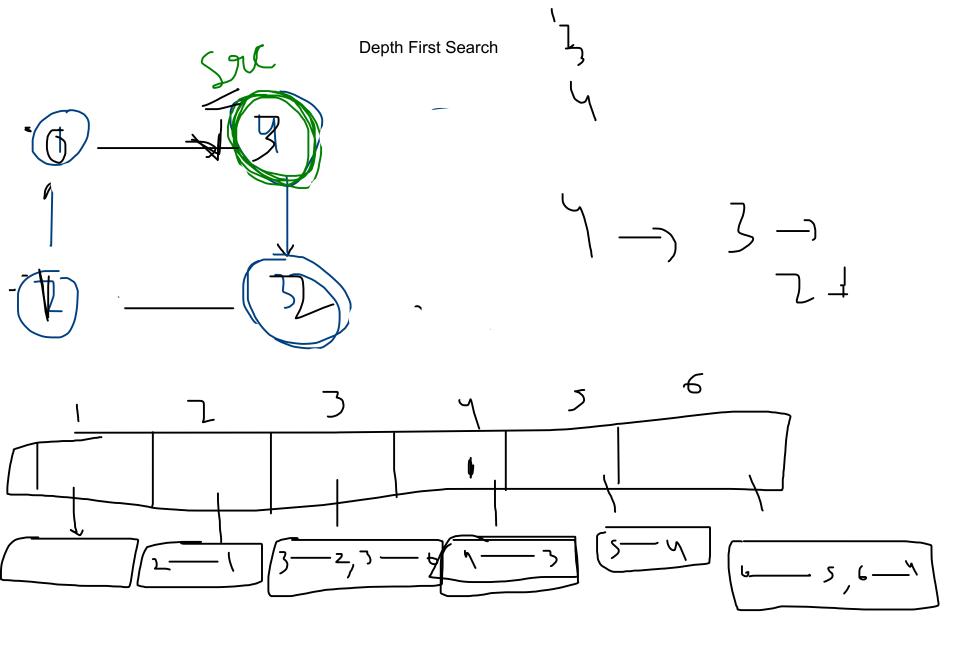
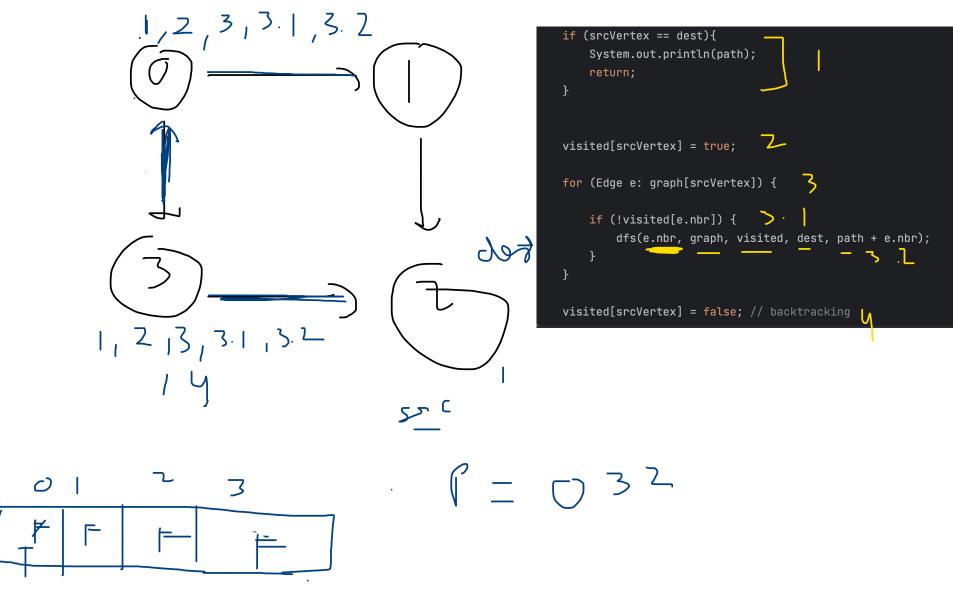


/ 4 ->	3	
\ 4 -	3 - 6- 5	





Radially searching BFS (Breadth-First Traversal) of Graph

