First, I made a HashMap<String, List<String>> graph to map the hash table. HashSet is used to check whether a vertex has been visited. Next is the bfs implementation part, I used Queue to implement it. I used Stack to implement the dfs part. The Node part is used to find distance, and the Result part is used to store distance and times. Then import the data through the Main part to get the output of distance and times. Since times is too small, I first converted ms to ns for output. Then convert ns to ms to create a table.

N_0 N_24 8 0.076374 8 0.05733

Table1

1. Suppose you want to find a path between nodes at a shallow depth to your start node. Would you use BFS or DFS?

Answer1. According to Table 1, N_0 to N_2 and N_0 to N_3, their distances are 2 and 3 respectively. They belong to the paths between nodes with shallower depth. Comparing the time they take, it is obvious that BFS takes less time, so I will use BFS.

2. Suppose that the end node is at a very large depth from the start node. Would you use BFS or DFS?

Answer2. According to Table 1, N_0 to N_23 and N_0 to N_24, their distances are 7 and 8 respectively. They belong to the paths between nodes with deeper depth. Comparing the time they take, it is obvious that DFS takes less time, so I will use DFS.