

## 作业 11 参考答案 (by 况鸿翔)

### P399-21

//映射公式

```
int graph :: map(int x, int y) {  
    if (x < y)  
        swap(x, y);  
    return (x - 1) * (x - 2) / 2 + y - 1;  
}
```

//设置一条边

```
void graph :: set(int x, int y) {  
    if (x < 1 || x > n || y < 1 || y > n || x == y)  
        throw vertexIndexError();  
    a[map(x, y)] = true;  
}
```

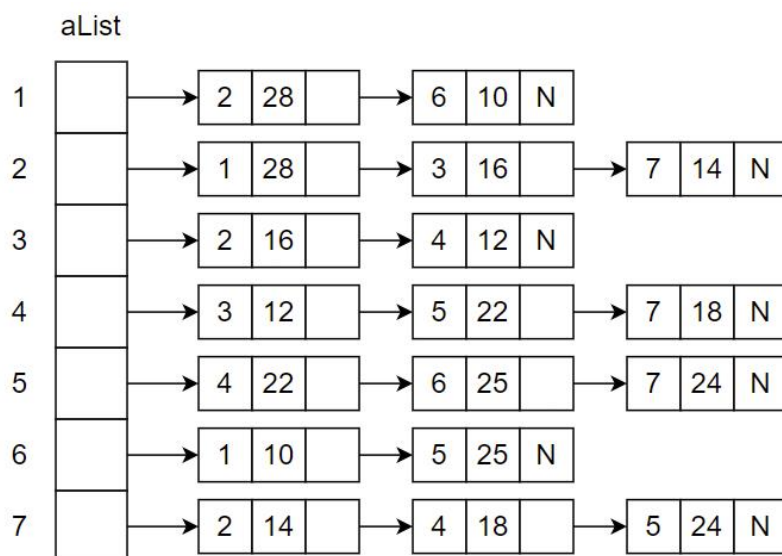
//查询一条边

```
bool& graph :: get(int x, int y) {  
    if (x < 1 || x > n || y < 1 || y > n || x == y)  
        throw vertexIndexError();  
    return a[map(x, y)];  
}
```

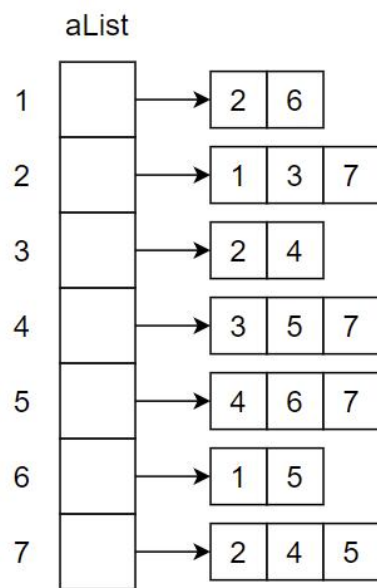
### P412-41

(1)

邻接链表



邻接数组



(2)

BFS 顺序: 4→3→5→7→2→6→1

(3)

