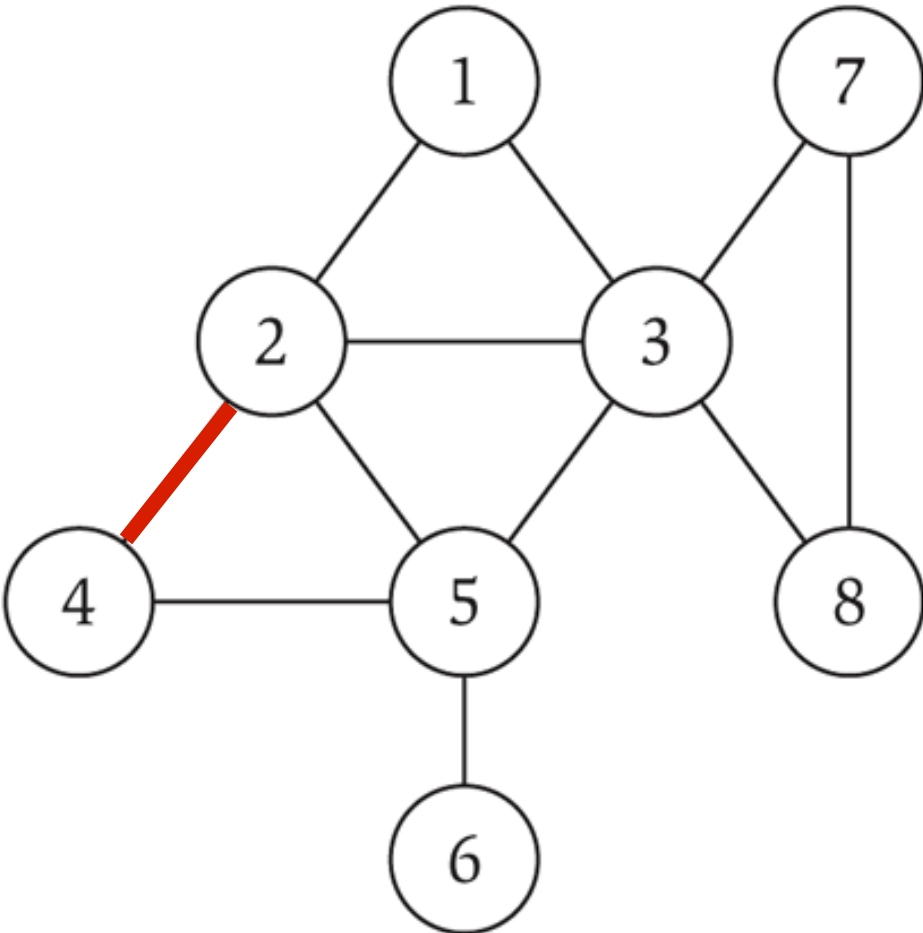
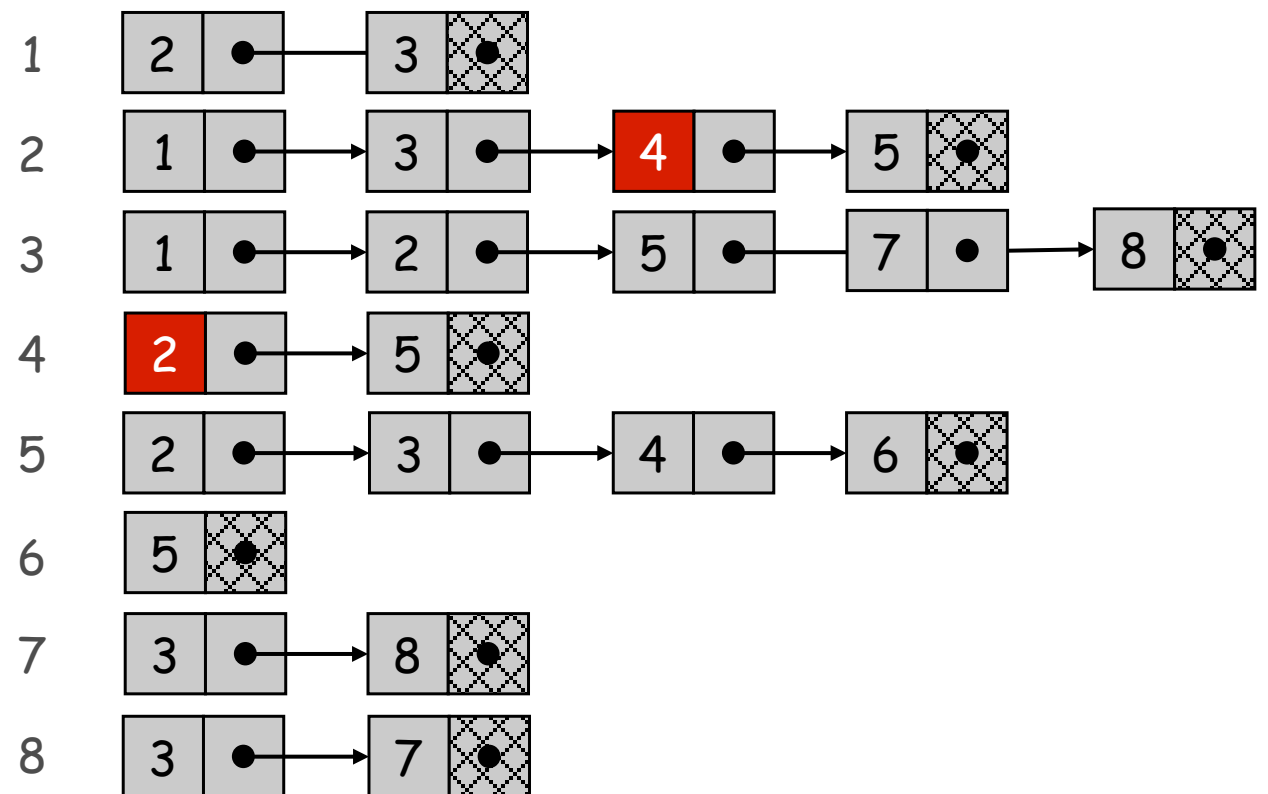
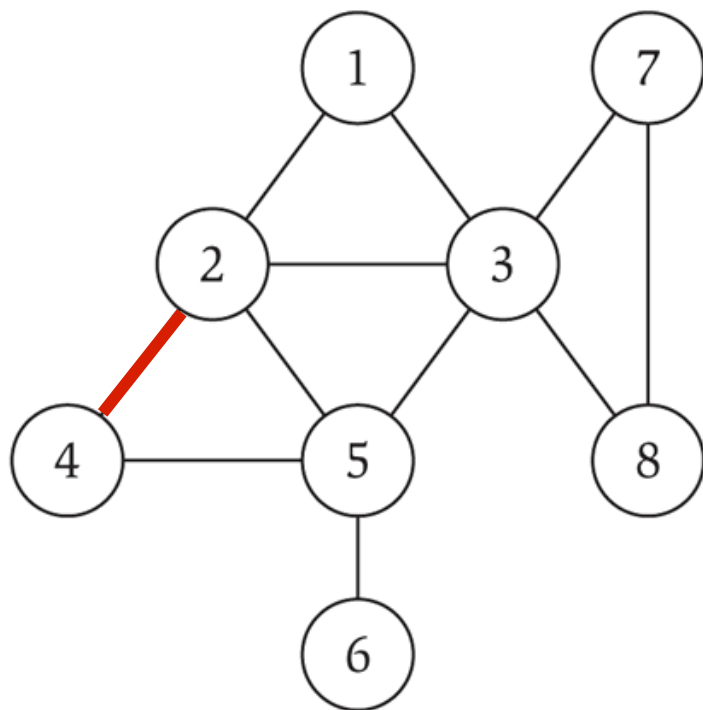


# ADJACENCY MATRIX VISUALIZED



	1	2	3	4	5	6	7	8
1	0	1	1	0	0	0	0	0
2	1	0	1	1	1	0	0	0
3	1	1	0	0	1	0	1	1
4	0	1	0	0	1	0	0	0
5	0	1	1	1	0	1	0	0
6	0	0	0	0	1	0	0	0
7	0	0	1	0	0	0	0	1
8	0	0	1	0	0	0	1	0

# ADJACENCY LISTS VISUALIZED

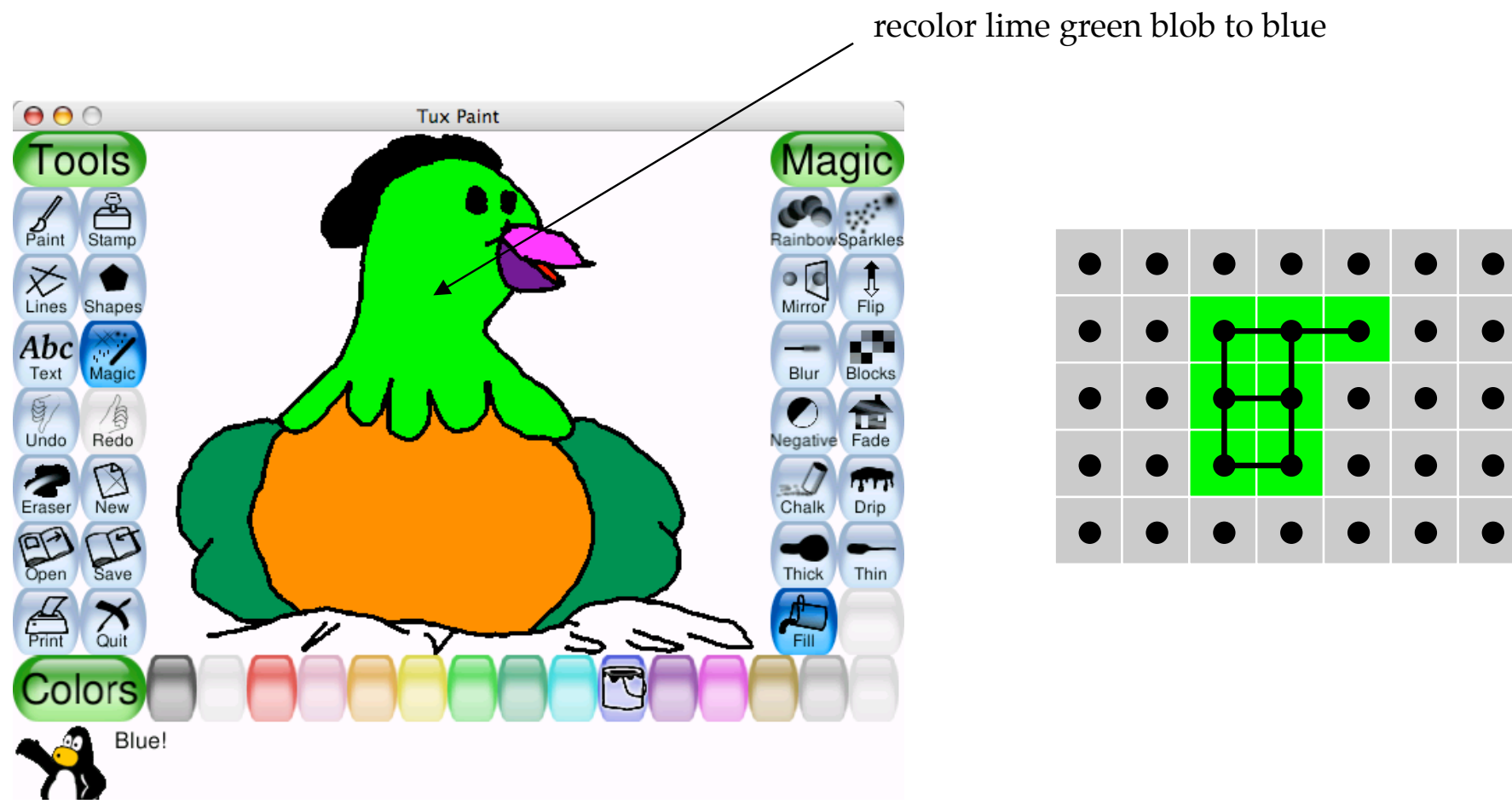


# CONNECTED COMPONENTS: PRACTICALLY

## Flood Fill

Given a lime green pixel in an image, change the color of the entire blob of neighboring lime pixels to blue.

- Node: pixel
- Edge: two neighboring lime pixels
- Blob: connected component of lime pixels



DFS(u):

mark u as explored

for each edge (u,v):

if v is not explored:

//add edge (u,v) to T

DFS(v)

can think of it  
constructing DFS  
tree T

return all explored nodes

BFS(u):

mark u as discovered and store in queue Q

while Q is not empty

    dequeue v from Q

    for each edge (v,w):

        if w is not discovered:

            mark w as discovered

            append w to Q

        //add edge (v,w) to T

can think of it  
constructing BFS  
tree T

return all discovered nodes

# Topological order visualized

