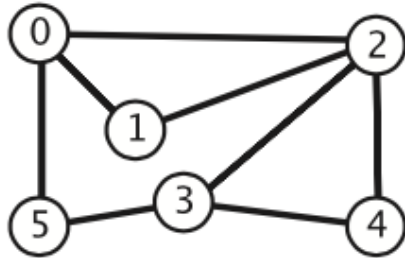


## Demo BFS

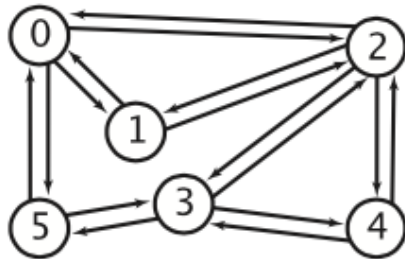
Robert Sedgewick, Kevin Wayne. Algorithms (part 2, electronic edition). Addison Wesley Professional (2014), pag 539.

Dado el siguiente grafo no dirigido, conteste: ¿Existe un path desde 0 al nodo X?, de ser así, ¿cuál es la ruta más corta?

**standard drawing**

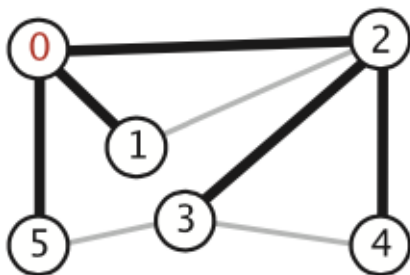


**drawing with both edges**



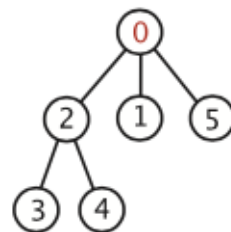
Aplicamos BFS para hallar todas las rutas desde 0

El resultado es un componente conectado y que es representado por el árbol BFS, enraizado en 0:



edgeTo[]

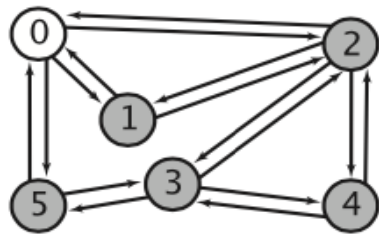
0	
1	0
2	0
3	2
4	2
5	0



**Outcome of breadth-first search to find all paths from 0**

queue

0
---



marked[]

0	T
1	
2	
3	
4	
5	

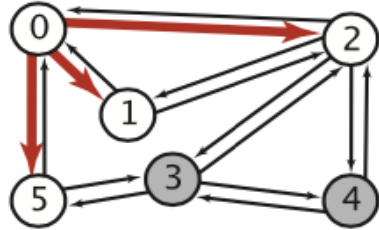
edgeTo[]

0	
1	
2	
3	
4	
5	

adj[]

0	2	1	5
1	0	2	
2	0	1	3 4
3	5	4	2
4	3	2	
5	3	0	

2
1
5

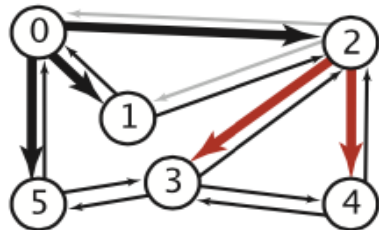


0	T
1	T
2	T
3	
4	
5	T

0	
1	0
2	0
3	
4	
5	0

0	2	1	5
1	0	2	
2	0	1	3 4
3	5	4	2
4	3	2	
5	3	0	

1
5
3
4

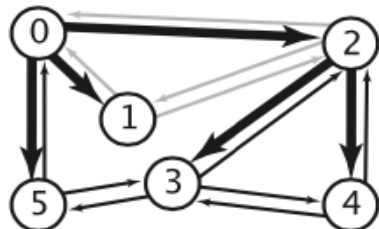


0	T
1	T
2	T
3	T
4	T
5	T

0	
1	0
2	0
3	2
4	2
5	0

0	2	1	5
1	0	2	
2	0	1	3 4
3	5	4	2
4	3	2	
5	3	0	

5
3
4

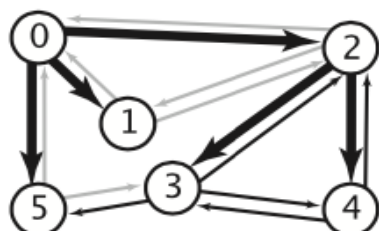


0	T
1	T
2	T
3	T
4	T
5	T

0	
1	0
2	0
3	2
4	2
5	0

0	2	1	5
1	0	2	
2	0	1	3 4
3	5	4	2
4	3	2	
5	3	0	

3
4

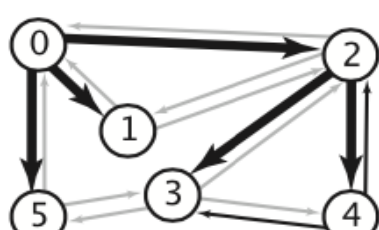


0	T
1	T
2	T
3	T
4	T
5	T

0	
1	0
2	0
3	2
4	2
5	0

0	2	1	5
1	0	2	
2	0	1	3 4
3	5	4	2
4	3	2	
5	3	0	

4
---



0	T
1	T
2	T
3	T
4	T
5	T

0	
1	0
2	0
3	2
4	2
5	0

0	2	1	5
1	0	2	
2	0	1	3 4
3	5	4	2
4	3	2	
5	3	0	