

Tree / Graph Traversal / Search Quiz

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//If you know a solution is not far from the root of the tree:  
Breadth First Search (basically breadth first is good for finding the shortest  
path). If the node we are searching is not far from the root of the tree then  
breadth first is good.  
  
//If the tree is very deep and solutions are rare:  
Breadth first search (DFS will take longer time)  
However, with BDS memory concern is there.  
  
//If the tree is very wide:  
depth first search (BFS will need more memory as it needs to store the nodes in  
the queue)  
  
//If solutions are frequent but located deep in the tree:  
depth first search ('coz going deep is efficient to find the solution/search)  
  
//Determining whether a path exists between two nodes:  
DFS (that is what dfs mainly built for)  
  
//Finding the shortest path:  
breadth first search is useful in finding shortest path
```