Lab -

DIP : Design and Analysis of Algorithm

AIM : Write a program to solve the following Algorithm

1. Breadth First Search.

2. Depth First Search.

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Program 01 : Depth First Search(Without recursion)

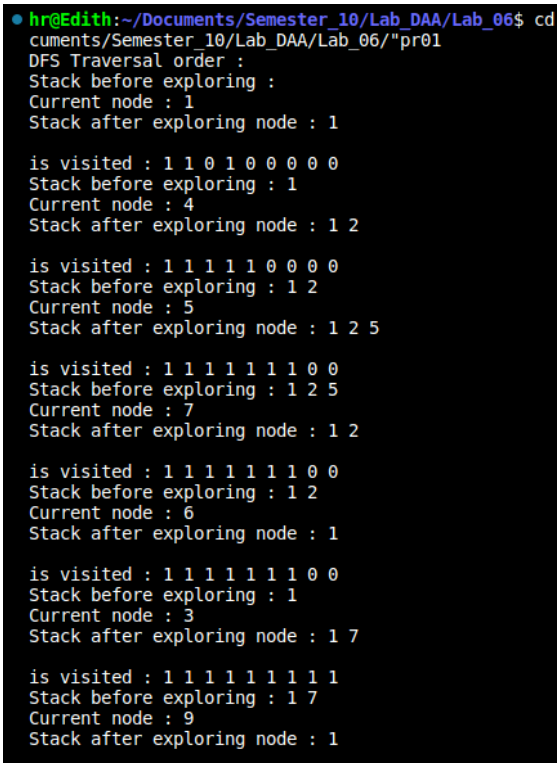
- Code :

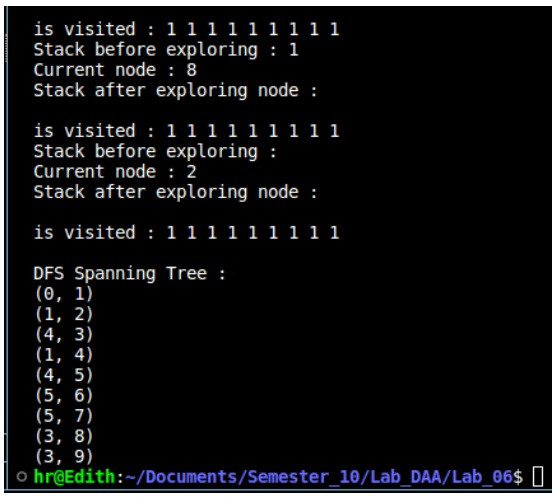
```c
// DFS

#include <stdio.h>

void print_1d_integer_array(int integer_array[], int n) {
   for( int i=0;i<n;i++ ) {
       printf("%d ", integer_array[i]);
   }
   printf("\n");
}

void dfs(int start, int length, int graph[length][length], int
visited[length], int parent[length]) {
   int stack[(length*(length-1))/2]; // Considering mesh topology - Max
edge count is : (length*(length-1))/2
   int top = -1;

   top++;
   stack[top] = start;
   visited[start] = 1;

   printf("DFS Traversal order :\n");
   while( top!=-1 ) {

       printf("Stack before exploring : ");
       print_1d_integer_array(stack, top);

       // Visiting each node : O(n)
       int current = stack[top];
       top--;
       printf("Current node : %d ", current+1);

       // Exploring adjacent nodes of current
       for( int i=0;i<length;i++ ) {
           // Visiting adjucent nodes for each vertices : O()
           if (graph[current][i] && !visited[i]) {
```

```
                top++;
                stack[top] = i; // Add adjecent nodes to stack
                visited[i] = 1; // Node is now visited
                parent[i] = current; // As we reached from curent to this
node
            }
        }
        printf("\nStack after exploring node : ");
        print_1d_integer_array(stack, top);
        printf("\nis visited : ");
        print_1d_integer_array(visited, length);
    }

    printf("\nDFS Spanning Tree :\n");
    for( int i=0;i<length;i++ ) {
        printf("(%d, %d)\n", parent[i]+1, i+1);
    }
}

int main() {
    int n=9;

    int graph[9][9] = {
        {0, 1, 0, 1, 0, 0, 0, 0, 0},
        {1, 0, 1, 0, 0, 0, 0, 0, 0},
        {0, 1, 0, 1, 0, 0, 0, 1, 1},
        {1, 0, 1, 0, 1, 0, 0, 0, 0},
        {0, 0, 0, 1, 0, 1, 1, 0, 0},
        {0, 0, 0, 0, 1, 0, 0, 0, 0},
        {0, 0, 0, 0, 1, 0, 0, 0, 0},
        {0, 0, 1, 0, 0, 0, 0, 0, 0},
        {0, 0, 1, 0, 0, 0, 0, 0, 0},
    };
    int visited[9] = {0};
    int parent[9] = {-1};
    int start = 0;

    dfs(start, n, graph, visited, parent);

    return 0;
```

```
}

/*
   Time complexity :
   Visiting n vertex once : O(n)
   For each vertex, exploring its m adjacent nodes(edges) : O(n+m)
*/
```

- Output Screen-shots :





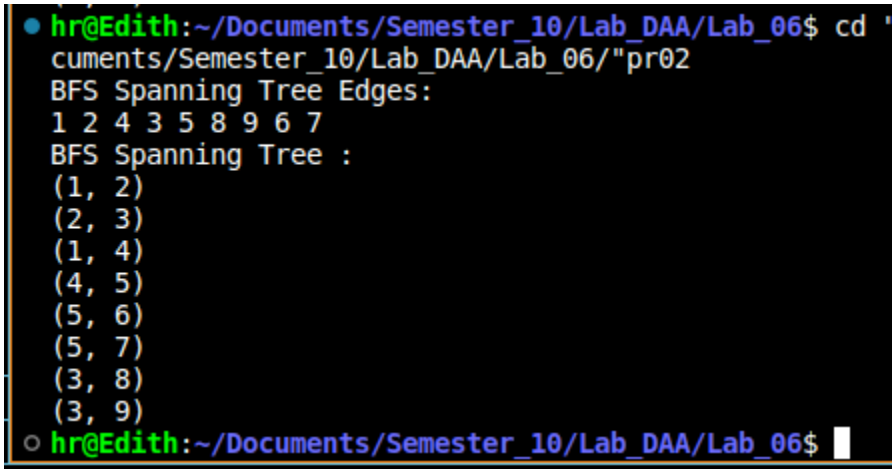
Program 02 : Breadth First Search.

- Code :

```
// BFS

#include <stdio.h>

void bfs(int start, int length, int graph[length][length], int
visited[length], int parent[length]) {
   int queue[(length*(length-1))/2]; // Considering mesh topology - Max
edge count is : (length*(length-1))/2
   int front = 0;
   int rear = -1;

   rear++;
   queue[rear] = start;
   visited[start] = 1;

   while( front<=rear ) {
       int current = queue[front++];
       printf("%d ", current+1);

       // Explore adjacent nodes of current
       for( int i=0;i<length;i++ ) {
           if( graph[current][i] && !visited[i] ) {
               rear++;
               queue[rear] = i; // Add adjacent nodes to the queue
               visited[i] = 1; // Node is now visited
               parent[i] = current;// As we reached from curent to this
node
           }
       }
   }

   printf("\nBFS Spanning Tree :\n");
   for( int i=0;i<length;i++ ) {
       if( parent[i]!=-1 ) {
           printf("(%d, %d)\n", parent[i]+1, i+1);
       }
```

```c
    }
}

int main() {
    int n = 9;

    int graph[9][9] = {
        {0, 1, 0, 1, 0, 0, 0, 0, 0},
        {1, 0, 1, 0, 0, 0, 0, 0, 0},
        {0, 1, 0, 1, 0, 0, 0, 1, 1},
        {1, 0, 1, 0, 1, 0, 0, 0, 0},
        {0, 0, 0, 1, 0, 1, 1, 0, 0},
        {0, 0, 0, 0, 1, 0, 0, 0, 0},
        {0, 0, 0, 0, 1, 0, 0, 0, 0},
        {0, 0, 1, 0, 0, 0, 0, 0, 0},
        {0, 0, 1, 0, 0, 0, 0, 0, 0},
    };
    int visited[9] = {0};
    int parent[9] = {-1};
    int start = 0;

    printf("BFS Spanning Tree Edges:\n");
    bfs(start, n, graph, visited, parent);

    return 0;
}

/*
    Time complexity :
    Visiting n vertex once : O(n)
    For each vertex, exploring its m adjacent nodes(edges) : O(n+m)
*/
```

- Output Screen-Shots :



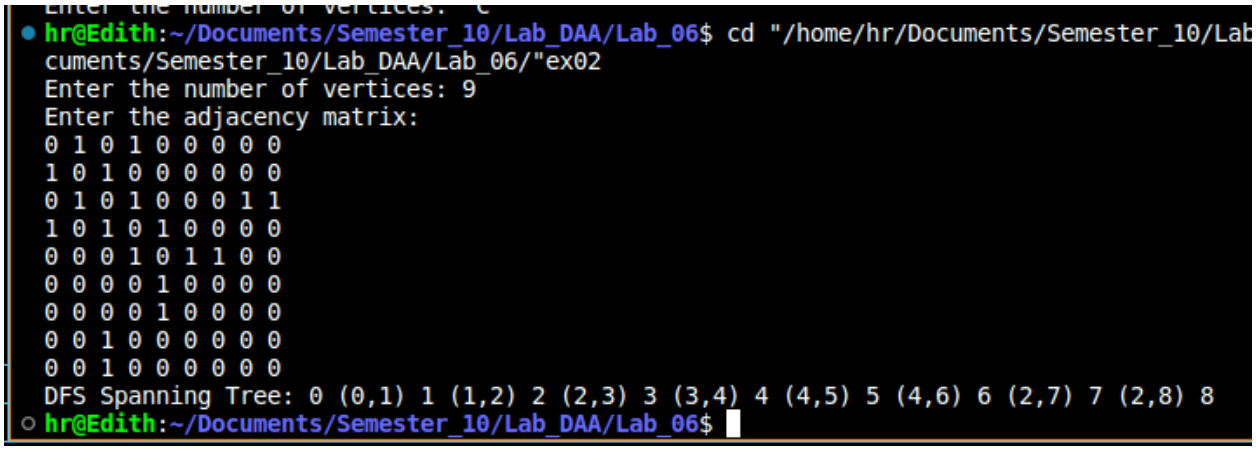
Extra 01 : Depth First Search(Using recursion)

- Code :

```c
// DFS
#include <stdio.h>

#define MAX_VERTICES 100

int graph[MAX_VERTICES][MAX_VERTICES];
int visited[MAX_VERTICES];
int numVertices;

void dfs(int vertex, int parent) {
   visited[vertex] = 1;
   printf("%d ", vertex);

   for (int i = 0; i < numVertices; i++) {
       if (graph[vertex][i] && !visited[i]) {
           printf("(%d,%d) ", vertex, i); // Print edge (parent, i)
           dfs(i, vertex); // Recursively visit i
       }
   }
}

int main() {
   printf("Enter the number of vertices: ");
   scanf("%d", &numVertices);

   // Initialize graph and visited array
   for (int i = 0; i < numVertices; i++) {
       visited[i] = 0;
       for (int j = 0; j < numVertices; j++) {
           graph[i][j] = 0;
       }
   }

   printf("Enter the adjacency matrix:\n");
   for (int i = 0; i < numVertices; i++) {
       for (int j = 0; j < numVertices; j++) {
```

```
            scanf("%d", &graph[i][j]);
        }
    }

    printf("DFS Spanning Tree: ");
    for (int i = 0; i < numVertices; i++) {
        if (!visited[i]) {
            dfs(i, -1); // Start DFS from vertex i with no parent
        }
    }
    printf("\n");

    return 0;
}
```

- Output Screen-Shots :



Extra 02 : Depth First Search(all edges)

- Code :

```c
// DFS
// Tree edge : is an edge that is included in the DFS tree.
// Back edge : An edge from a vertex 'u' to one of its ancestors 'v' is called as a back edge. A self-loop is considered as a back edge.
// Forward edge : An edge from a vertex 'u' to one of its descendants 'v' is called as a forward edge.
// Cross edge : An edge from a vertex 'u' to a vertex 'v' that is neither its ancestor nor its descendant is called as a cross edge.

#include <stdio.h>

#define MAX_VERTICES 100

int graph[MAX_VERTICES][MAX_VERTICES];
int visited[MAX_VERTICES];

void dfs(int vertex, int parent, int n) {
   visited[vertex] = 1;
   printf("%d ", vertex);

   for (int i = 0; i < n; i++) {
       if (graph[vertex][i]) {
           if (!visited[i]) {
               printf("(%d, %d) - Tree Edge\n", vertex, i);
               dfs(i, vertex, n);
           } else if (visited[i] == 1) {
               printf("(%d, %d) - Back Edge\n", vertex, i);
           } else if (visited[i] == 2) {
               printf("(%d, %d) - Forward Edge\n", vertex, i);
           } else {
               printf("(%d, %d) - Cross Edge\n", vertex, i);
           }
       }
   }
   visited[vertex] = 2;
```

```c
}

int main() {
    int n;
    printf("Enter the number of vertices : ");
    scanf("%d", &n);

    // Initialize graph and visited array
    for (int i = 0; i < n; i++) {
        visited[i] = 0;
        for (int j = 0; j < n; j++) {
            graph[i][j] = 0;
        }
    }

    printf("Enter the adjacency matrix :\n");
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++) {
            scanf("%d", &graph[i][j]);
        }
    }

    printf("DFS Traversal :\n");
    for (int i = 0; i < n; i++) {
        if (!visited[i]) {
            dfs(i, -1, n);
        }
    }

    return 0;
}
```

- Output Screen-Shots :