

Lab01

Xinhao Luo

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1 Problem 1

[1])[1]

1. (a)
 - A
 - A — C H
 - A — C H — G F D
 - A — C H — G F D — I
- (b)
 - G
 - G — I
 - G — I — H
 - G — I — H — F
 - G — I — H — F — J
 - G — I — H — F — J — C
 -
 - G — I — H — F — J — C — D
2. [1])
 - (a)
 - A
 - A — BD
 - A — BD — CEH
 - A — BD — CEH — FGI
 - (b)
 - G
 - G — D
 - G — D — H G — D — H — FI
3. [1])
 - (a)
 - A
 - A — BCF
 - A — BCF — EDG
 - A — BCF — EDG — H

(b) • G

add a mark on the node passed, and end if no way to go find the next unmark one and started next round

2 Problem 2

Set state as nodes, use HashTable. Key = i states, value = i list of states connect
hash method: only applied on list

1. 3 states, started condition
2. Identify which node is the desired state (match by state)
3. 6 states from 1 state

3 Problem 3

Delete that given edge, and start from the either node of that edge, use BFS to find if there is a path lead to another node of the edge.