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import java.util.ArrayList;
import java.util.LinkedList;
import java.util.Random;
import java.util.Scanner;
//Nhan Vo
//CECS 328-Lab#8
public class main {
    public static void main(String[] args){
        Scanner scan=new Scanner(System.in);
        Graph graphG1=new Graph();
        Graph graphG2=new Graph();

        System.out.println("Graph 1: ");
        Vertex a1=new Vertex("a");
        Vertex b1=new Vertex("b");
        Vertex c1=new Vertex("c");
        Vertex d1=new Vertex("d");
        Vertex e1=new Vertex("e");
        Vertex f1=new Vertex("f");
        Vertex g1=new Vertex("g");

        graphG1.addVertex(a1);
        graphG1.addVertex(b1);
        graphG1.addVertex(c1);
        graphG1.addVertex(d1);
        graphG1.addVertex(e1);
        graphG1.addVertex(f1);
        graphG1.addVertex(g1);

        graphG1.addEdge(a1,d1);
        graphG1.addEdge(a1,c1);
        graphG1.addEdge(a1,b1);
        graphG1.addEdge(b1,d1);
        graphG1.addEdge(c1,d1);
        graphG1.addEdge(d1,e1);
        graphG1.addEdge(f1,e1);
        graphG1.addEdge(e1,g1);

        graphG1.display();

        System.out.println("\nGraph 2: ");
        Vertex a2=new Vertex("a");
        Vertex b2=new Vertex("b");
        Vertex c2=new Vertex("c");
        Vertex d2=new Vertex("d");
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Vertex e2=new Vertex("e");
Vertex f2=new Vertex("f");

graphG2.addVertex(a2);
graphG2.addVertex(b2);
graphG2.addVertex(c2);
graphG2.addVertex(d2);
graphG2.addVertex(e2);
graphG2.addVertex(f2);

graphG2.addEdge(a2,b2);
graphG2.addEdge(a2,c2);
graphG2.addEdge(b2,c2);
graphG2.addEdge(c2,e2);
graphG2.addEdge(b2,e2);
graphG2.addEdge(e2,b2);
graphG2.addEdge(e2,d2);
graphG2.addEdge(b2,d2);
graphG2.addEdge(f2,e2);
graphG2.addEdge(d2,f2);

graphG2.display();
Graph graph=null;
//Testing driver
/*
    Ask the user to select which of the two graph they want to use
    to perform DFS and then ask for the vertex
    */
    while(true){
        System.out.println("Please select the graph the you want
        to work with (type 1 for graph 1) and (type 2 for graph 2) or -1 to
        exist");
        int graphinput=scan.nextInt();
        if(graphinput==-1){
            break;
        }
        while(graphinput!=1 & graphinput!=2){// if user input
incorrect graph number
            System.out.println("Please select the graph the you
            want to work with (type 1 for graph 1) and (type 2 for graph 2)");
            graphinput=scan.nextInt();
        }
        if(graphinput==1){
            graph=graphG1;
        }
    }

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        else if(graphinput==2){
            graph=graphG2;
        }
        scan.nextLine();
        System.out.println("Please enter the starting vertex that
you want to perform Depth First Search on");
        String n=scan.nextLine();
        boolean con=true;
        Vertex v=null;
        outerloop:
        while(con) { // check user input vertex
            for (Vertex i : graph.getVertexSet()) {
                if (i.getKey().equals(n)) {
                    v=i;
                    break outerloop;
                }
            }

            System.out.println("Please enter the starting vertex
that you want to perform Depth First Search on");
            n=scan.nextLine();
        }
        graph.DFS(v); // perform DFS
    }
}

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}

class Graph{
    private ArrayList<Vertex> vertexSet=new ArrayList<>();
    private int countEdge=0;
    private int time=0;
    private boolean cycle=false;
    private LinkedList<Vertex> topologicalOrder = new LinkedList<>();

    public Graph(){
        //default constructor will create an empty graph
    }

    //Auto generate random graph constructor
    public Graph(int ver){

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        countEdge=(int) ver*((ver-1)/2); // compute maximum number of
edges;
        String alphabet="abcdefgh";
        Random ran=new Random();
        char ch=alphabet.charAt(ran.nextInt(alphabet.length()));
        for(int i=1;i<ver+1;i++){
            this.addVertex(new Vertex(Character.toString(ch)));
            ch+=i;
        }
        for(int i=0;i<countEdge;i++){
            if(i<vertexSet.size()-1){
                this.addEdge(vertexSet.get(i), vertexSet.get(i + 1));
            }
        }
    }

    public void display(){

        String output="";
        for(int i=0;i<vertexSet.size();i++){
            output+="Vertex "+vertexSet.get(i).getKey()+" connect to:
"+vertexSet.get(i).getAdj()+"\n";
        }
        System.out.println(output);
    }

    //add vertex into a graph
    public void addVertex(Vertex v){

        vertexSet.add(v);

    }

    // addEdge method for undirected graph
    public void addEdge(Vertex source, Vertex sink){
        if(source.isNeighbor(sink) || sink.isNeighbor(source)){
            //do nothing since the edge already existed
        }
        else{
            source.addNeighbor(sink); // modify adding edge for
directed graph
            countEdge++;
        }
    }
}

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public int getOrder(){

    return vertexSet.size();
}

public ArrayList<Vertex> getVertexSet(){
    return vertexSet;
}

public int getSize(){

    return countEdge;
}

//DFS main run function
public void DFS (Vertex v){
    time=0;
    for(Vertex i:v.getAdj()){
        if(i.parent==null){
            i.parent=v;
            DFS_visit(i);
        }
    }
    if(cycle!=true){
        for(int i=0;i<topologicalOrder.size();i++){
            System.out.println("Vertex:
"+topologicalOrder.get(i)+"(Start: "+topologicalOrder.get(i).start+
            "/" End: "+topologicalOrder.get(i).end+" ) ");
        }
        System.out.println(" ");
    }
}

//DFS visit to visit each vertex inside the adj list (neighbors)
public void DFS_visit(Vertex u){
    time++;
    u.start=time;
    for(Vertex i: u.getAdj()){
        if(i.start==0){
            i.parent=u;
            DFS_visit(i);
        }
        if(i.start!=0 & i.end==0){
            System.out.println("Backward edge found");
        }
    }
}

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        System.out.println("Cycle detected, topological sort
is impossible");
        cycle=true;
    }
}
time++;
u.end=time;
topologicalOrder.add(u);
}
}

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class Vertex {
    private String Key;
    private LinkedList<Vertex> adj = new LinkedList<>();
    public int distance;
    public Object parent = null;
    public String color = null;
    public int start;
    public int end;

    // default constructor that take a string as key for the vertex
    public Vertex(String k) {

        Key = k;
    }

    public int getDegree() {

        return adj.size();
    }

    public boolean isNeighbor(Vertex v) {
        for (int i = 0; i < adj.size(); i++) {
            if (adj.get(i).getKey() == v.getKey()) {
                return true;
            }
        }
        return false;
    }

    public String getKey() {

        return Key;
    }
}

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public void addNeighbor(Vertex v) {  
    adj.add(v);  
}  
  
public LinkedList<Vertex> getAdj() {  
    return adj;  
}  
  
public String toString() {  
    return Key;  
}  
}
```