CYCLIC DEPENDENCIES

```
bool Cell::WouldIntroduceCircularDependency(const Impl& new_impl) const
```

new_impl.GetReferencedCells().empty()   — True →

```
std::unordered_set<const Cell*> referenced
```

for (const auto& pos : new_impl.GetReferencedCells())

```
referenced.insert(sheet_.GetCellPtr(pos))
```

конец цикла

```
std::unordered_set<const Cell*> visited

std::stack<const Cell*> to_visit

to_visit.push(this)
```

while (!to_visit.empty())

```
const Cell* current = to_visit.top()

to_visit.pop()

visited.insert(current)
```

referenced.find(current) != referenced.end()   — True →   **return true**

for (const Cell* incoming : current->l_nodes_)

visited.find(incoming) == visited.end()

```
to_visit.push(incoming)
```

конец цикла for

конец цикла while

return false