A diagram of a triangle with lines and dots

Description automatically generated

Color 1 = C1

Color 2 = C2

For a multidimensional array, whatever element is in the array in the first element of the multidimensional array having the value 1 will assign said value (element place, since every element in each array of the dimensional array will have the same size) will be set to a given color.

Then move onto the next one and check to make sure that if the other one is turned on, whatever the previous array was does not get turned on.

0 = Red

1 = Blue

2D arrays are name[row][column] or name[x][y].

* 2D array consists of X elements containing arrays of length Y. For example, **int maxtemp[4][5]** has 4 elements. Each of those elements contain an array of length 5.

A diagram of a number of objects

Description automatically generated with medium confidence

A table with text and numbers

Description automatically generated

There will be two arrays. One is 1D and the other is 2D.

* 1D Array: Keep track of what colors a given vertex is.
* 2D Array: This represents an adjacency matrix. This will be used to change colors in the 1D array.
  + If 2D[x][y] == 1 && 1D[x] == -1:
    - 1D[x]

First iteration:

if = 1: Make red. Everything else is blue.

Second iteration:

Make another array of 7 [-1]

colored array = [

// a, b, c, d, e, f, g,

arrColor[7] = {-1, -1, -1, -1, -1, -1, -1}

// (a,a)

When G[0][0] = 0:

* arrColor[0] = 0

//(a,b)

When G[0][1] = 0

* arrColor[1] = 0

//(a, c)

When G[0][2] = 1

* arrColor[2] = 1

//(a, d)

When G[0][3] = 0

* arrColor[3] = 0

//(a, e)

When G[0][4] = 1

* arrColor[4] = 1

//(a, f)

When G[0][5] = 1

* arrColor[5] = 1

//(a, g)

When G[0][6] = 1

* arrColor[6] = 1

//if G[b][a]

if G[x][y] != arrColor[y]:

* fails

else:

* continues