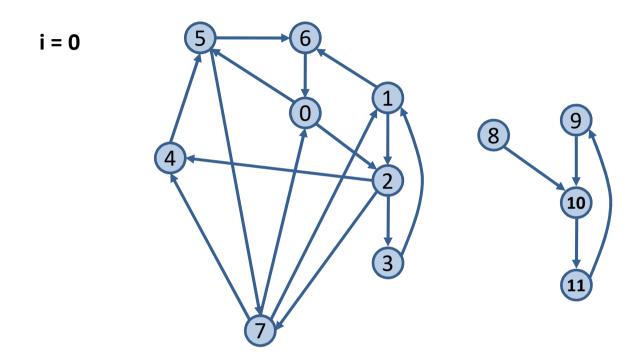
Recorridos de grafos

Recorrido en profundidad

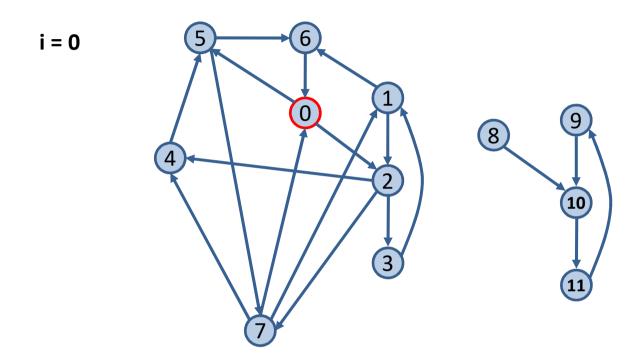
• Generalización del recorrido en preorden de árboles.

```
#include "listaenla.h"
enum visitas {NO_VISITADO, VISITADO};
Lista < Grafo::vertice > Profundidad(const Grafo& G, Grafo::vertice v)
   typedef Grafo::vertice vertice;
   const size_t n = G.numVert();
   vector<visitas> marcas(n, NO VISITADO);
   Lista<vertice> Lv;
   vertice i = v;
   do {
      if (marcas[i] == NO_VISITADO)
         Lv += Profun(G, i, marcas);
      i = (i+1) % n;
   } while (i != v);
   return Lv;
```

```
#include "listaenla.h"
#include "pilaenla.h"
Lista<Grafo::vertice> Profundidad2(const Grafo& G, Grafo::vertice u)
   typedef Grafo::vertice vertice;
   const size t n = G.numVert();
   vector<visitas> marcas(n, NO VISITADO);
  Pila<vertice> P;
   Lista<vertice> Lv;
   vertice i = u;
   do {
      if (marcas[i] == NO_VISITADO) {
         P.push(i);
         do {
            vertice v = P.tope(); P.pop();
            if (marcas[v] == NO_VISITADO) {
               marcas[v] = VISITADO;
               Lv.insertar(v, Lv.fin());
               // Meter en la pila los adyacentes no visitados
               for (vertice w = n; w > 0; w--)
                  if (G[v][w-1] \&\& marcas[w-1] == NO VISITADO)
                     P.push(w-1);
         } while (!P.vacia());
      }
      i = (i+1) % n;
   } while (i != u);
   return Lv;
```

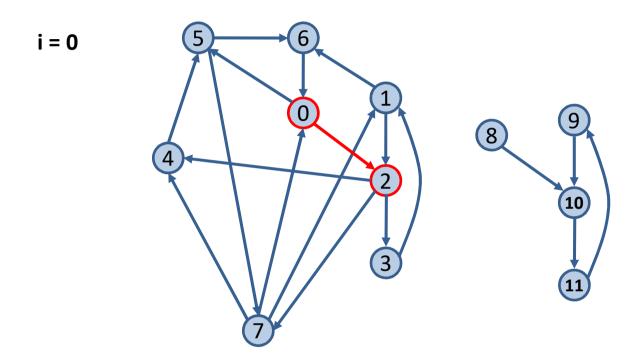


$$P = {0 \choose 0}$$

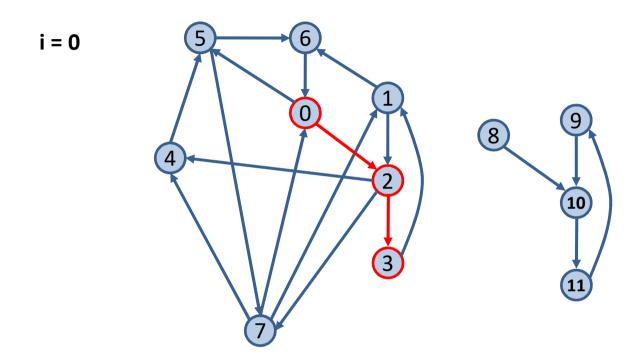


$$P = \{2, 5\}$$

$$Lv = {0 \choose 0}$$

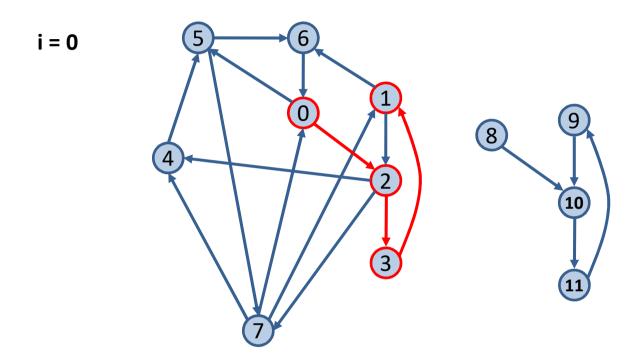


$$Lv = \{0, \frac{2}{2}\}$$



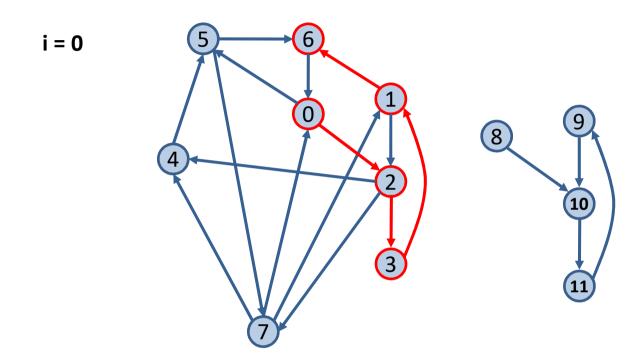
$$P = \{1, 4, 7, 5\}$$

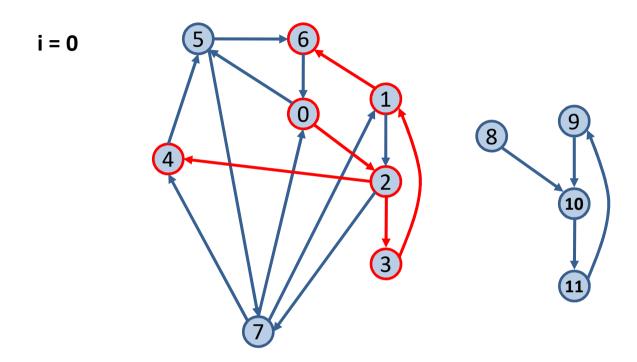
$$Lv = \{0, 2, \frac{3}{3}\}$$

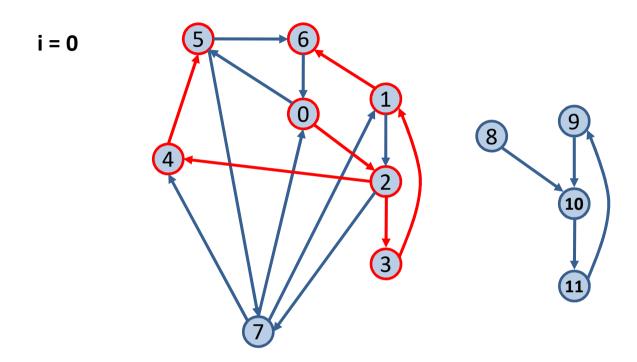


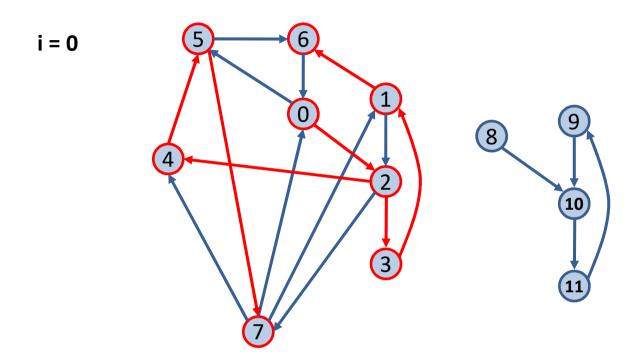
$$P = \{6, 4, 7, 5\}$$

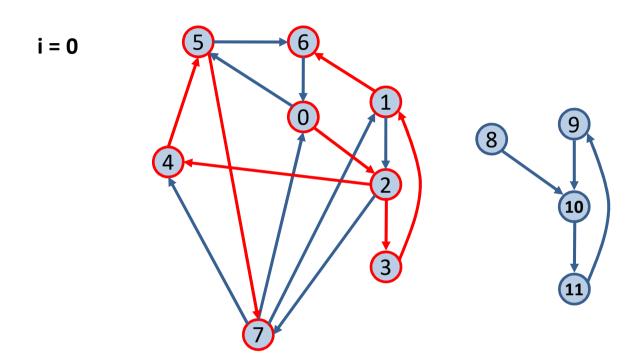
$$Lv = \{0, 2, 3, 1\}$$







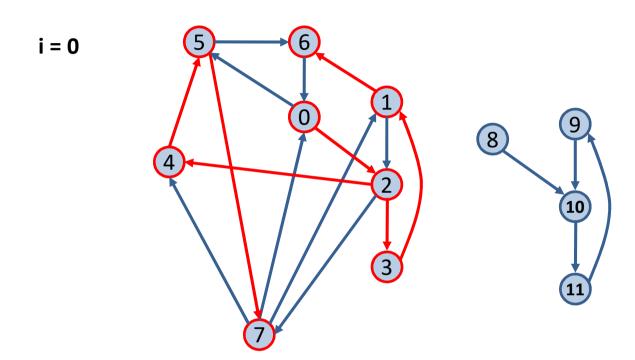




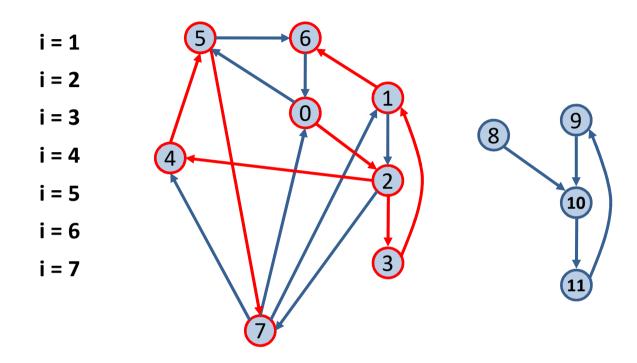
7, VISITADO

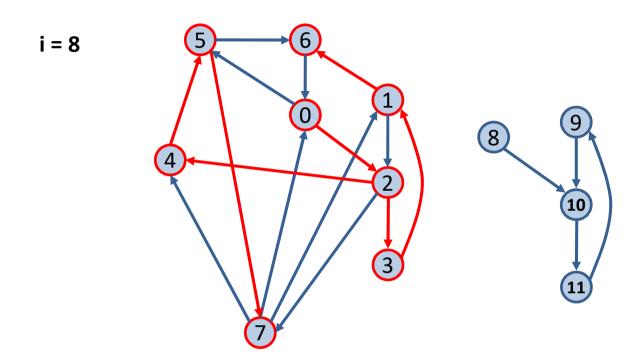
$$P = \{5\}$$

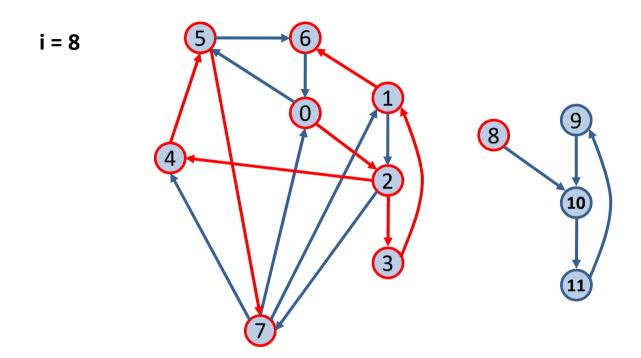
 $Lv = \{0, 2, 3, 1, 6, 4, 5, 7\}$

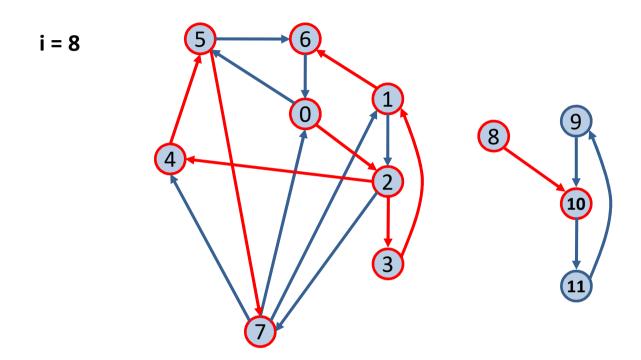


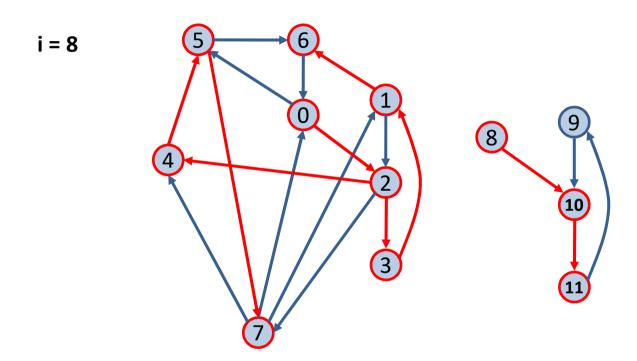
5, VISITADO

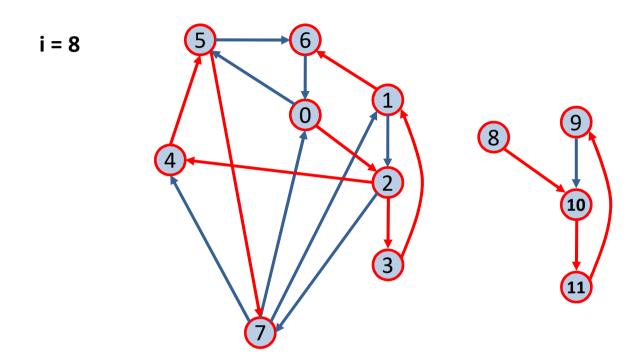


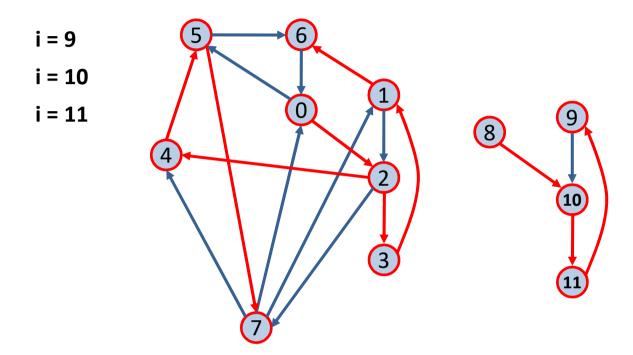




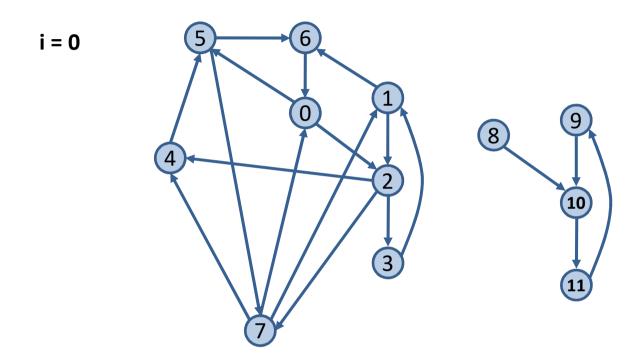




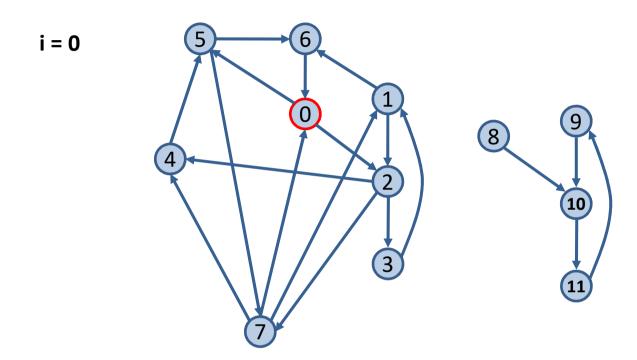




```
#include "listaenla.h"
#include "colaenla.h"
Lista<vertice> Anchura(const Grafo& G)
   typedef Grafo::vertice vertice;
   const size t n = G.numVert();
   vector<visitas> marcas(n, NO VISITADO);
   Cola<vertice> C;
   Lista<vertice> Lv;
   vertice i = u;
   do {
      if (marcas[i] == NO_VISITADO) {
         C.push(i);
         do {
            vertice v = C.frente(); C.pop();
            if (marcas[v] == NO_VISITADO) {
               marcas[v] = VISITADO;
               Lv.insertar(v, Lv.fin());
               // Meter en la cola los adyacentes no visitados
               for (vertice w = n; w > 0; w--)
                  if (G[v][w-1] \&\& marcas[w-1] == NO VISITADO)
                     C.push(w-1);
         } while (!C.vacia());
      }
      i = (i+1) % n;
   } while (i != u);
   return Lv;
```

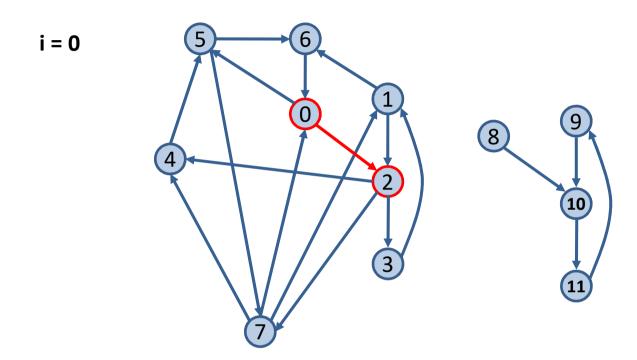


$$C = \{0\}$$



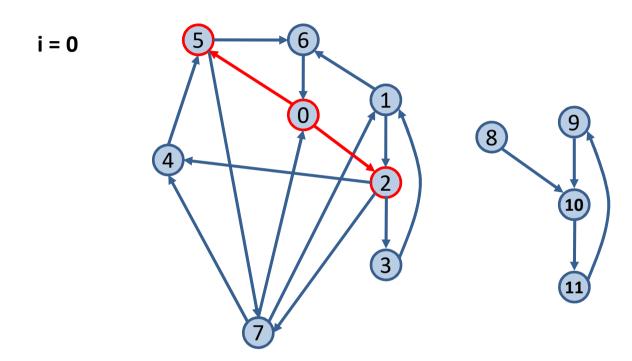
$$C = \{2, 5\}$$

$$Lv = {0 \choose 0}$$

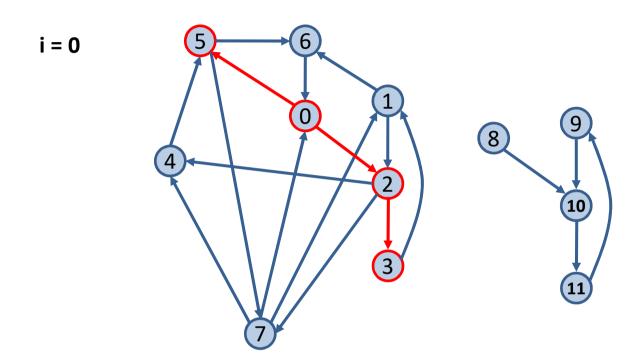


$$C = \{5, 3, 4, 7\}$$

$$Lv = \{0, \frac{2}{2}\}$$

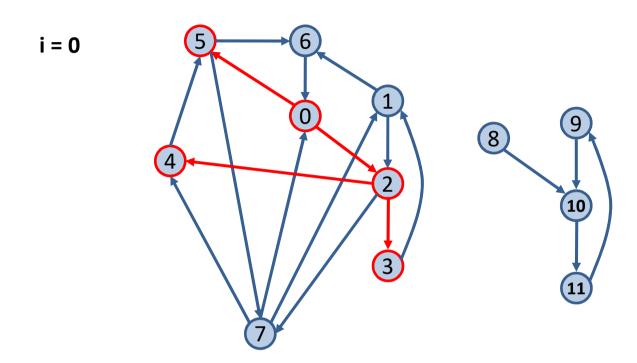


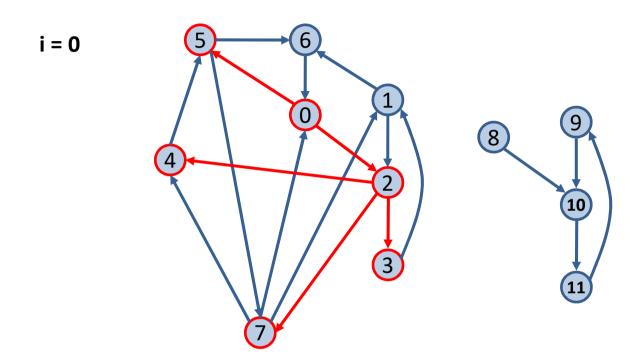
$$Lv = \{0, 2, 5\}$$

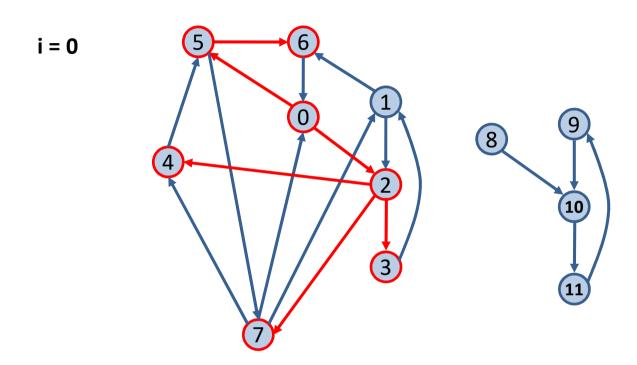


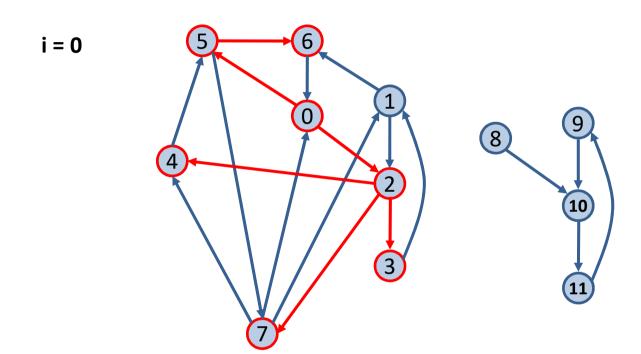
$$C = \{4, 7, 6, 7, 1\}$$

$$Lv = \{0, 2, 5, 3\}$$





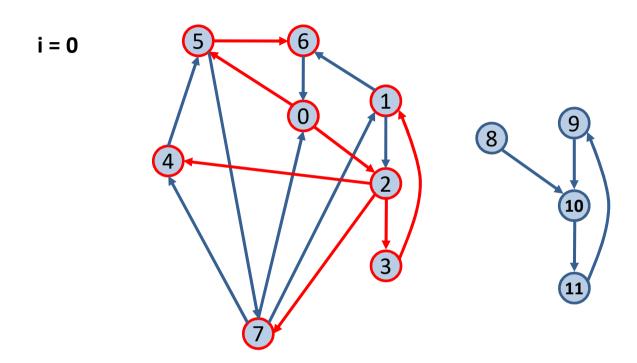


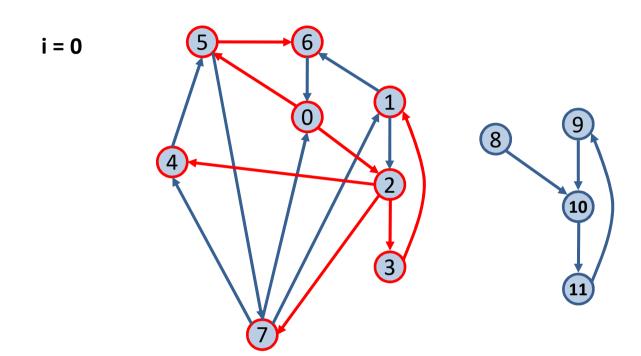


7, VISITADO

$$C = \{1, 1\}$$

Lv = {0, 2, 5, 3, 4, 7, 6}





1, VISITADO

$$C = \{ \}$$

 $Lv = \{0, 2, 5, 3, 4, 7, 6, 1\}$

