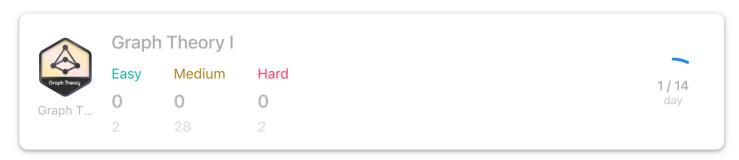
# **Graph Theory**

A graph consists of an unordered set of vertices and edges that connect some subset of the vertices. The edges may be directed (only traversable in one direction), undirected, weighted (having some numerical cost associated with traversing the edge), or unweighted. By assigning values to the vertices, weights to the edges, and adjusting the graph's structure, we can use graphs to model many of the interactions in our daily lives.

Collapse



#### Day 1 Matrix Related Problems

733. Flo	ood Fill				Easy
Array	Depth-First Search	Breadth-First Search	Matrix		
Accepta	ance 59.6%				Start Now >>
200. Nu	ımber of Islands				Medium
Array	Depth-First Search	Breadth-First Search	Union Find	Matrix	
Accepta	ance 55.1%				Start Now »

#### Day 2 Matrix Related Problems

695. Ma	ax Area of Island			Medium
	Depth-First Search	Breadth-First Search	Matrix	
Accepta	ance 71.4%			
1254. N	umber of Closed Isla	ands		Medium
	Depth-First Search	Breadth-First Search	Matrix	
Accepta	ance 64.0%			

#### Day 3 Matrix Related Problems

1020. Number of Enclaves			Medium
Array Depth-First Search	Breadth-First Search	Matrix	
Acceptance 64.1%			
1905. Count Sub Islands			Medium
Array Depth-First Search	Breadth-First Search	Matrix	
Acceptance 67.7%			Locked △

### Day 4 Matrix Related Problems

1162. As Far from Land as Possible	Medium
Array Dynamic Programming Breadth-First Search Matrix	
Acceptance 48.4%	
417. Pacific Atlantic Water Flow	Medium
Array Depth-First Search Breadth-First Search Matrix	
Acceptance 51.2%	Locked 🖰

#### Day 5 Matrix Related Problems

1091. Shortest Path in Binary Matrix	Medium
Array Breadth-First Search Matrix	
Acceptance 44.5%	
542. 01 Matrix	Medium
Array Dynamic Programming Breadth-First Search Matrix	
Acceptance 44.0%	

#### Day 6 Matrix Related Problems

934. Shortest Bridge	Medium
Array Depth-First Search Breadth-First Search Matrix	
Acceptance 53.6%	
1926. Nearest Exit from Entrance in Maze	Medium
Array Breadth-First Search Matrix	
Acceptance 42.6%	Locked 🖰

### Day 7 Standard Traversal

797. All Paths From Source to Target	Medium
Backtracking Depth-First Search Breadth-First Search Graph	
Acceptance 81.3%	
841. Keys and Rooms	Medium
Depth-First Search Breadth-First Search Graph	
Acceptance 69.8%	Locked 🖹

#### Day 8 Standard Traversal

	547. Number of Pro	vinces		Medium
l	Depth-First Search	Breadth-First Search		

Acceptance 63.0%	
1319. Number of Operations to Make Network Connected	Medium
Depth-First Search Breadth-First Search Union Find Graph	
Acceptance 58.2%	Locked 🖰

#### Day 9 Standard Traversal

1376. Time Needed to Inform All Employees	Medium
Tree Depth-First Search Breadth-First Search	
Acceptance 58.4%	
802. Find Eventual Safe States	Medium
Depth-First Search Breadth-First Search Graph Topological Sort	
Acceptance 53.9%	Locked 🖺

### Day 10 Standard Traversal

1129. Shortest Path with Alternating Colors	Medium
Breadth-First Search Graph	
Acceptance 42.6%	
1466. Reorder Routes to Make All Paths Lead to the City Zero	Medium
Depth-First Search Graph	
Acceptance 61.6%	
847. Shortest Path Visiting All Nodes	Hard
Dynamic Programming Bit Manipulation Breadth-First Search Graph Bitmask	
Acceptance 61.3%	Locked 🖰

### Day 11 Breadth-First Search

1306. Jump Game III	Medium
Array Depth-First Search Breadth-First Search	
Acceptance 63.0%	
1654. Minimum Jumps to Reach Home	Medium
Array Dynamic Programming Breadth-First Search	
Acceptance 28.2%	
365. Water and Jug Problem	Medium
Math Depth-First Search Breadth-First Search	
Acceptance 36.0%	Locked ≜

## Day 12 Breadth-First Search

433. Minimum Genetic Mutation Me		
	Breadth-First Search	
Acceptance 47.7%		
752. Open the Lock		Medium
	String Breadth-First Search	
Acceptance 55.5%		
127. Word Ladder		Hard
	Breadth-First Search	
Acceptance 36.2%		Locked 🖰

#### Day 13 Graph Theory

997. Find the Town Judge	Easy
Array Hash Table Graph	
Acceptance 49.5%	Locked ≜
1557. Minimum Number of Vertices to Reach All Nodes	Medium
Graph	
Acceptance 79.4%	Locked 🖰

#### Day 14 Graph Theory

1615. Maximal Netw	ork Rank		Medium
Graph			
Acceptance 57.8%			
886. Possible Bipar	tition		Medium
Depth-First Search	Breadth-First Search		
Acceptance 48.1%			
785. Is Graph Bipart	Medium		
Depth-First Search	Breadth-First Search		
Acceptance 52.3%			Locked