Tecnológico de Monterrey

Casos de prueba “Graph Coloring”

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1) **Dato invalido en N**

```
a.exe
Please, enter n (number of nodes): perrito
[ERROR]: n must be a number greater than 1.
Please, enter n (number of nodes): -1
[ERROR]: n must be a number greater than 1.
Please, enter n (number of nodes): 0
[ERROR]: n must be a number greater than 1.
Please, enter n (number of nodes): 1
[ERROR]: n must be a number greater than 1.
Please, enter n (number of nodes):
```

2) **Número diferente a ‘0’ en mismo nodos en matriz**

```
Please, enter your data (number per row  separated with space):
1 1 1 1 1
1 1 1 1 1
1 1 1 1 1
1 1 1 1 1
1 1 1 1 1

[ERROR]: Invalid data, there must be 0 between i == j
Invaded data: 1
Please, enter your data again:
```

3) **Número menores negativos en la matriz**

```
Please, enter your data (number per row  separated with space):
0 1 1 1 1
-1 0 1 1 1
1 1 0 1 1
1 1 1 0 1
1 1 1 1 0

[ERROR]: Negative numbers are not accepted
Invaded data: -1
Please, enter your data again:
```

4) **Datos válidos**

```
a.exe
Please, enter n (number of nodes): 5
Please, enter your data (number per row  separated with space):
0 0 1 0 1
0 0 1 1 1
1 1 0 1 0
0 1 1 0 1
1 1 0 1 0
Node: 0   Degree: 2   Color: 1  Edges: [ 2 4 ]
Node: 1   Degree: 3   Color: 1  Edges: [ 2 3 4 ]
Node: 2   Degree: 3   Color: 2  Edges: [ 0 1 3 ]
Node: 3   Degree: 3   Color: 3  Edges: [ 1 2 4 ]
Node: 4   Degree: 3   Color: 2  Edges: [ 0 1 3 ]
```