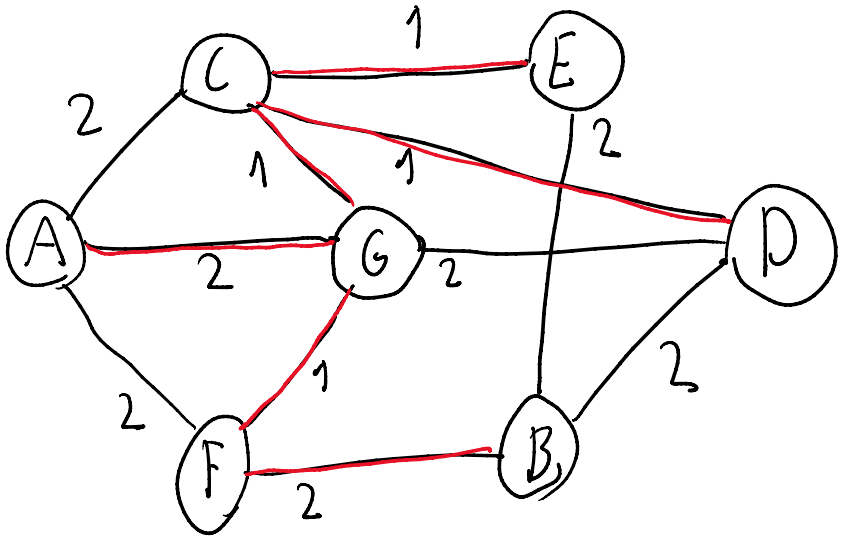
Oblig 5

mandag 26. oktober 2020 13:56

Oppgave 1:



Fringe: ~~G2a~~ F2a C2a

A	B	C	D	E	F	G
0	-999	-2	-999	-999	-2	2
0	0	A	0	0	A	A

Fringe: ~~F1g~~ C1g D2g

A	B	C	D	E	F	G
0	-999	-1	-2	-999	1	2
0	0	G	G	0	G	A

Fringe: ~~C1g~~ B2f D2g

A	B	C	D	E	F	G
0	-2	1	-2	-999	1	2
0	f	G	G	0	G	A

Fringe: E1C D1C B2f

A	B	C	D	E	F	G
0	-2	1	-1	1	1	2
0	f	G	C	C	G	A

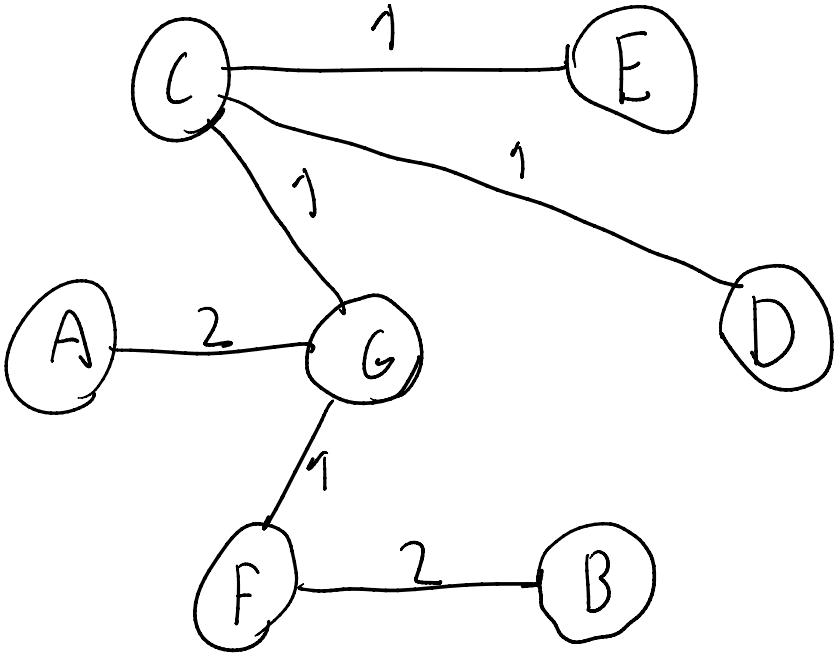
Fringe: D1C B2f

A	B	C	D	E	F	G
0	-2	1	1	1	1	2
0	f	G	C	C	G	A

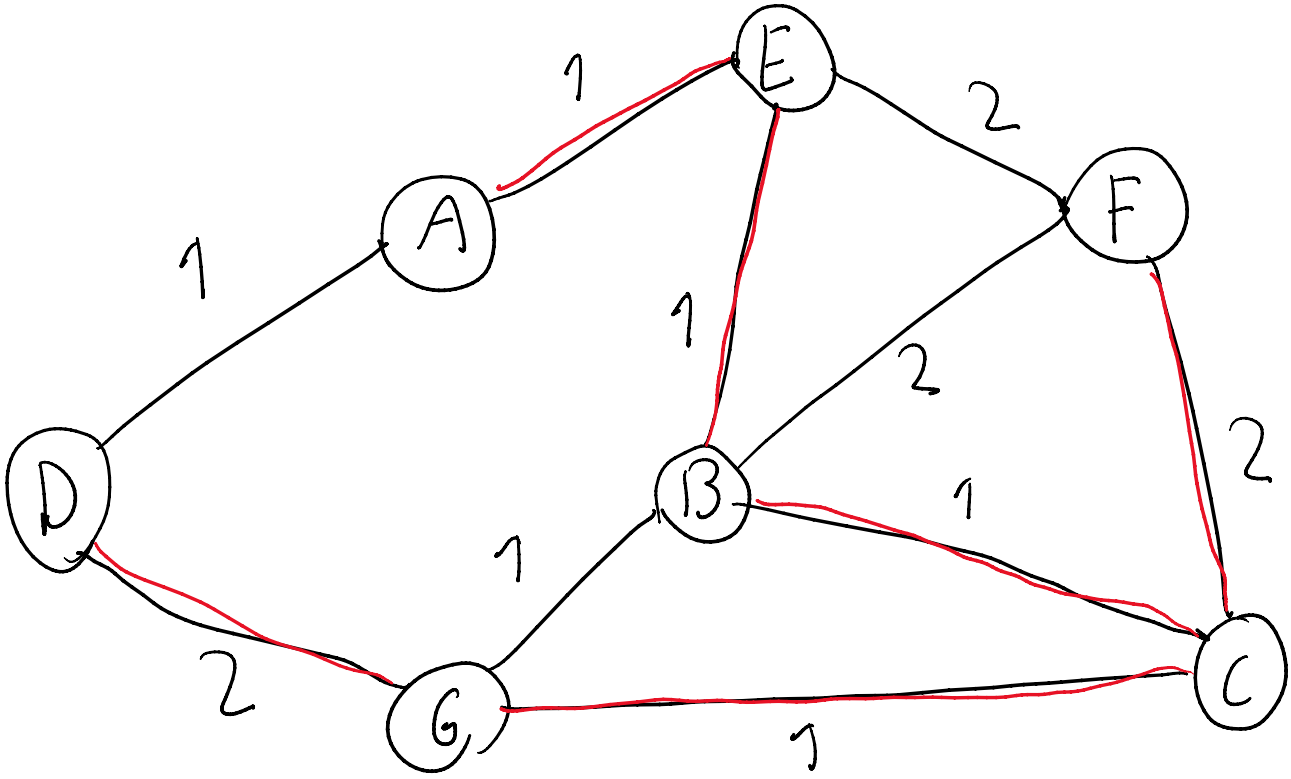
Fringe: B2f

A	B	C	D	E	F	G
0	2	1	1	1	1	2
0	f	G	C	C	G	A

MST:



oppgave 2:



Fringe: G1c B1c F2c

A	B	C	D	E	F	G
-999	-1	0	-999	-999	-2	1
0	C	0	0	0	C	C

Fringe: B1c F2c D3g

A	B	C	D	E	F	G
-999	1	0	-3	-999	-2	1
0	C	0	G	0	C	C

Fringe: E2b F2c D3g

A	B	C	D	E	F	G
-999	1	0	-3	2	-2	1
0	C	0	G	B	C	C

Fringe: F2c A3e D3g

A	B	C	D	E	F	G
-3	1	0	-3	2	2	1
E	C	0	G	B	C	C

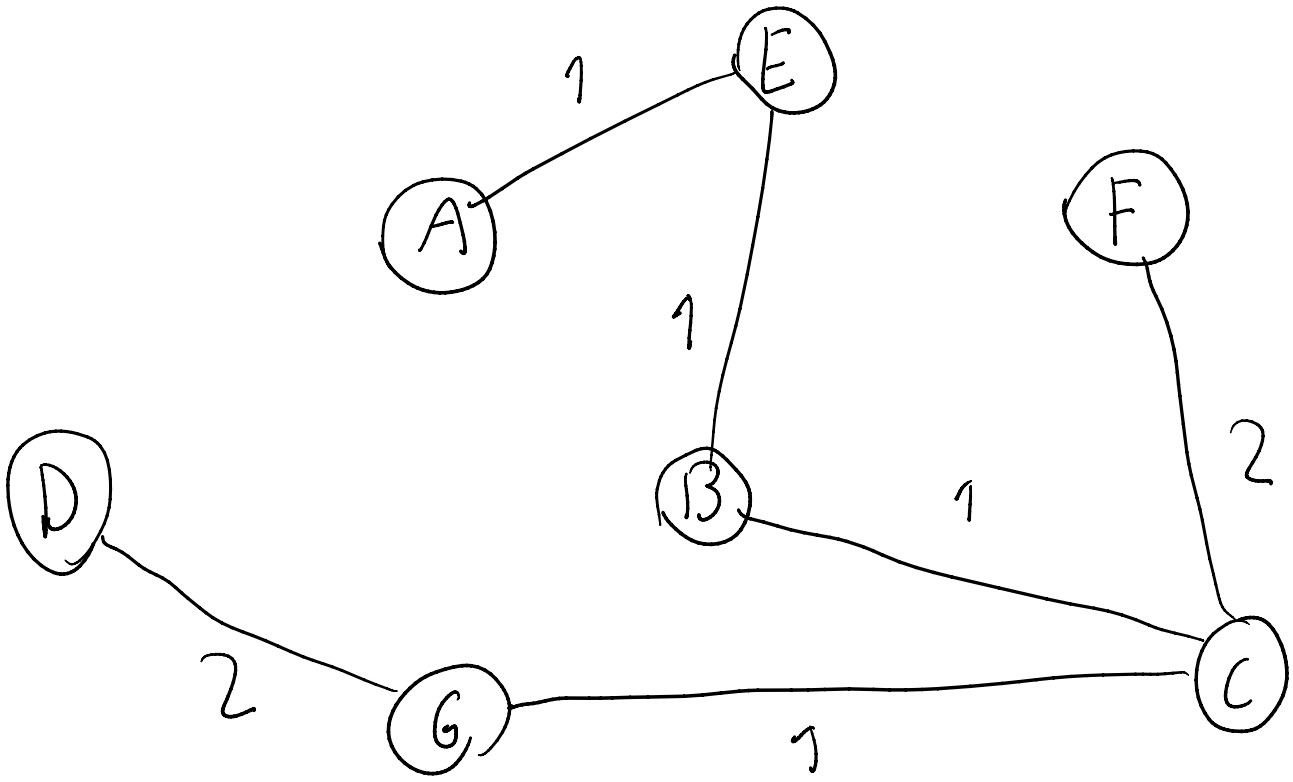
Fringe: A3e D3g

A	B	C	D	E	F	G
3	1	0	-3	2	2	1
E	C	0	G	B	C	C

Fringe: D3g

A	B	C	D	E	F	G
3	1	0	3	2	2	1
E	C	0	G	B	C	C

SP:



Oppgave 3

```
1  void brettUt(Node* node) {
2      for(int i = 0; i < node->antNaboer; i++) {
3          if(node->naboer[i]->besokt) {
4              node->naboer[i] = kopier(node->naboer[i]);
5          }
6          node->naboer[i]->besokt = true;
7          brettUt(node->naboer[i]);
8      }
9  }
```