

Graph - 1

Introduction, Graph, Representations, DFS

Graph - 2

DFS applications, Hamiltonian\*

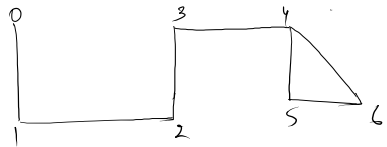
Graph - 3

BFS, BFS applications

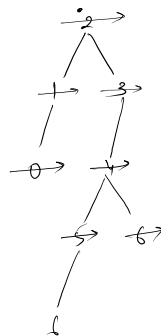
- ✓</> Breadth First Traversal
- ✓</> Is Graph Cyclic
- ✓</> Is Graph Bipartite
- ✓</> Spread Of Infection
- </> Shortest Path In Weights
- </> Minimum Wire Required To Connect All Pcs
- ✓</> Order Of Compilation
- </> Iterative Depth First Traversal

↳ A.D

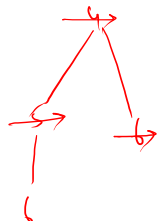
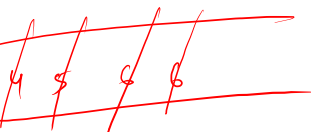
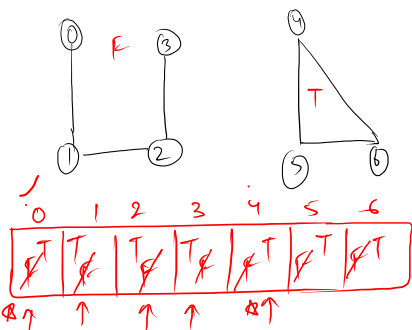
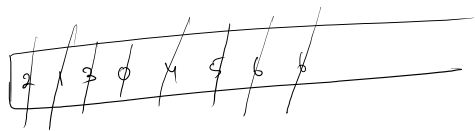
202  
1021  
3023  
00210  
40234  
502345  
6023456



0	1	2	3	4	5	6
T	T	T	T	T	T	T



IS CYCLIC



```

public static boolean isCyclic(ArrayList<Edge>[] graph){
    boolean[] vis = new boolean[graph.length];

    for(int vtx = 0 ; vtx < graph.length ; vtx++){
        if(!vis[vtx]){
            boolean res = isCyclicHelper(graph, vtx,vis); // comp
            if(res){
                return true;
            }
        }
    }
    return false;
}

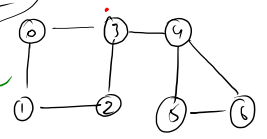
public static boolean isCyclicHelper(ArrayList<Edge>[] graph,int vtx,boolean[] vis){
    Queue<Integer> queue = new ArrayDeque<>();
    queue.add(vtx);

    while(queue.size() > 0){
        int tvtx = queue.remove();
        if(vis[tvtx]){
            return true;
        }else{
            vis[tvtx] = true;
            for(Edge e : graph[tvtx]){
                if(vis[e.nbr] == false){
                    queue.add(e.nbr);
                }
            }
        }
    }
}

return false;
}

```

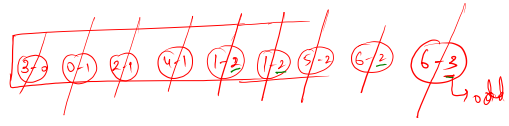
BIPARTITE



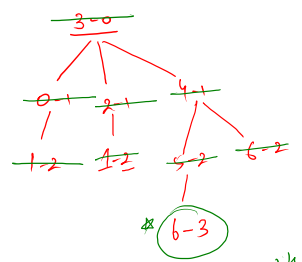
odd levels  
even  
integer  
VIS

1	2	1	0	1	2	5
X	X	X	X	X	X	X
0	1	2	3	4	5	6

→ Even

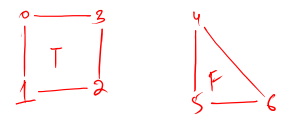


- Graph → divide → 2 Parts
- Intersect =  $\emptyset$
- $v_1 \text{ --- } v_2$  &  $v_1 \in \text{Part 1}$   
then  $v_2$  must be Part 2



Even	odd
3	0
1	2
5	4
6	6

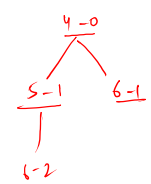
Non-bipartite  
→ false



Non-Bipartite

0	1	2	3	4	5	6
0	1	2	1	0	1	1

4-0	5-1	4-1	6-2
-----	-----	-----	-----



0-0	1-1	2-1	3-1	4-1	5-2	6-2
X	X	X	X	X	X	X
0	1	2	3	4	5	6

```

public static class isBipartitePair{
    int vtx,level;
    isBipartitePair(int vtx,int level){
        this.vtx = vtx;
        this.level = level;
    }
}

public static boolean isBipartiteHelper(ArrayList<Edges>[] graph,int vtx,int[] visited){
    Queue<isBipartitePair> queue = new ArrayDeque<>();
    queue.add(new isBipartitePair(vtx, 0));

    while(queue.size() > 0){
        isBipartitePair pair = queue.remove();

        if(visited[pair.vtx] == -1){
            visited[pair.vtx] = pair.level;

            for(Edges e : graph[pair.vtx]){
                if(visited[e.nbr] == -1){
                    queue.add(new isBipartitePair(e.nbr, pair.level+1));
                }
            }
        }else{
            if(pair.level != visited[pair.vtx]){
                return false;
            }
        }
    }

    return true;
}

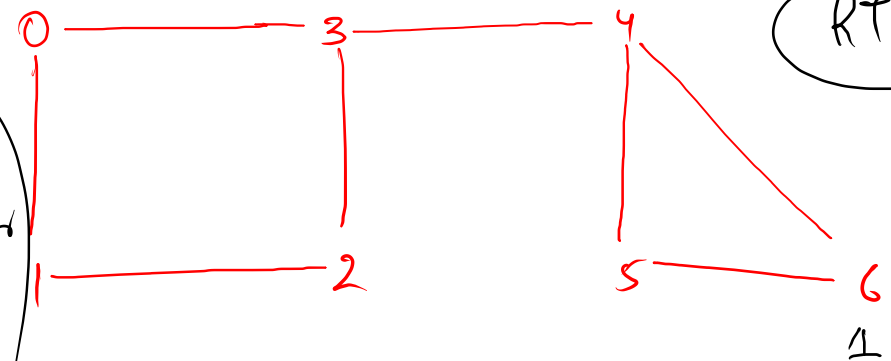
public static boolean isBipartite(ArrayList<Edges>[] graph){
    int visited[] = new int[graph.length];
    Arrays.fill(visited, -1);

    for(int vtx = 0 ; vtx < graph.length ; vtx++){
        if(visited[vtx] == -1){
            boolean res = isBipartiteHelper(graph,vtx,visited);
            if(!res){
                return false;
            }
        }
    }

    return true;
}
    
```

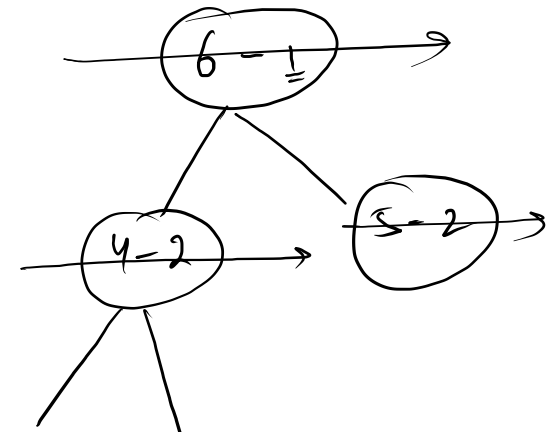
- 7 → v400  
 8 → 5000  
 0 1 10  
 1 2 10  
 2 3 10  
 0 3 10  
 3 4 10  
 4 5 10  
 5 6 10  
 4 6 10

8  
 pooling  
 add nbs

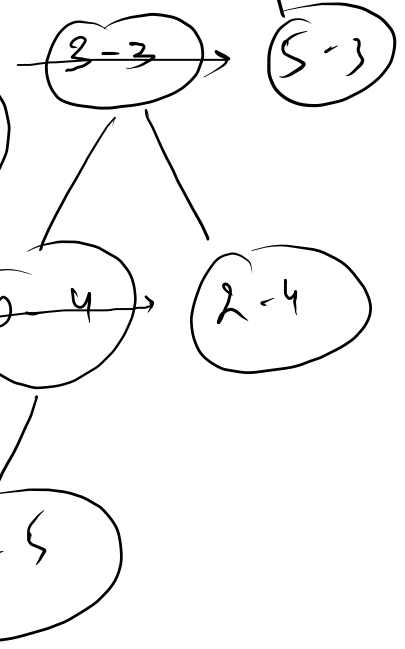
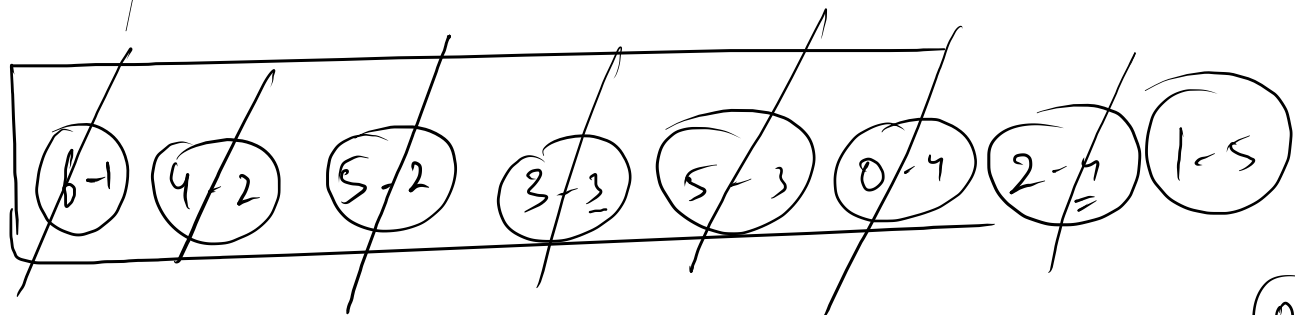


RT = 3 sec

$TOI \leq RT$   
 Count++



6  
 3  
 3 BFS  
 H.W.



T			T	T	T	T	T
0	1	2	3	4	5	6	

Count = 0 x 2 x 4

Pair  
 → Pid  
 → TOI



- ✓</> Introduction To Graphs And Its Representation
- ✓</> Has Path?
- ✓</> Print All Paths
- </> Multisolver - Smallest, Longest, Ceil, Floor, Kthlargest Path
- ✓</> Get Connected Components Of A Graph
- ✓</> Is Graph Connected
- ✓</> Number Of Islands
- ✓</> Perfect Friends
- </> Hamiltonian Path And Cycle
- ✓</> Knights Tour
- ✓</> Breadth First Traversal
- ✓</> Is Graph Cyclic
- </> Is Graph Bipartite
- !</> Spread Of Infection
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● Easy

10	Auth	0	✓Public	✓Sol	0
10	Auth	0	✓Public	✓Sol	1
10	Auth	0	✓Public	✓Sol	2
10	Auth	0	✓Public	✓Sol	3
10	Auth	0	✓Public	✓Sol	4
10	Auth	0	✓Public	✓Sol	5
10	Auth	0	✓Public	✓Sol	6
10	Auth	0	✓Public	✓Sol	7
10	Auth	0	✓Public	✓Sol	8
10	Auth	0	✓Public	✓Sol	9
10	Auth	0	✓Public	✓Sol	10
10	Auth	0	✓Public	✓Sol	11
10	Auth	0	✓Public	✓Sol	12
10	Auth	0	✓Public	✓Sol	13
10	Auth	0	✓Public	✓Sol	14
10	Auth	0	✓Public	✓Sol	15
10	Auth	0	✓Public	✓Sol	16
10	Auth	0	✓Public	✓Sol	17

