

2. Graph – Data Structure

♦ Definition:

A **Graph** is a collection of **nodes (vertices)** and **edges (connections)** between them.

♦ Types of Graphs:

- **Directed / Undirected**
 - **Weighted / Unweighted**
 - **Cyclic / Acyclic**
 - **Connected / Disconnected**
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♦ Representation:

- **Adjacency Matrix**
 - **Adjacency List**
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♦ Traversal Algorithms:

- **DFS (Depth-First Search)**
- **BFS (Breadth-First Search)**

♦ **Applications:**

- Maps and GPS
- Social networks
- Web crawling
- Network routing
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