Adjacency Matroix: Assume that, there are "V" vertex in our greaph, we have greaph 50, to implement this in our greaph, we have to create a "VXV" matrix. Then, if we troaverse the motorix to implement BFS and DFS then it will take time "VXV". If we compare this with "n" then it will be on. So, time complexity for both BFS and DFS will be of. So, time complexity for both BFS and DFS will be of.

Adjacency list: Suppose there is a graph where ey? verbtexes and be' edges. To implement this in adjacency hist at first are have to create a value adjacency hist at first are have to create a value all the size array. Then in every index we store all the values of v. To connect the nodes, which are connected with one vertex ove have to create nodes and connect them. So, the sum of all size of the adjacency list will be "E". So, if we want to

traverse this by BFS/DFS. It will take O(var) time. 4 So, in adjacency matrix the time complexity will be O(M) and for adjacency list it will be o(v+E), so, it is always better to use adjacency hat instend of adjacency motors. In the given scenario the output of BF5: 1 2 3 45 7.11.6 12 And for DF5: 1 23 4 5 6 7 8 9 10 11 12 It is clearly visible that by using DFS it takes

the largest path. And By using BFS we find the shortest path. was a real passon asid

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