Struct queue Vertex

Int distanc

Vector <vertex> path

BFS(G, S, value) //S is the star, value is the search value

Initialize vertices visited to false

For all v in G.V

v.visited = false

queueVertex qu

qu.distance = 0

qu.path = 5

Q = empty queue

Enqueue (qv)

While queue not empty

Qv = dequeuer

For each v in G.dj[qv.path.end]

If v.visited == false

Path = qv.path

v.visited = true

distance = qv.distance + 1

path.push(v)

queuevertex temp

temp.distance = distance

temp.path = path

if v.value == value

retuen remp

else

enqueuer temp