**What is the difference between DFS & BFS? And when to use each of them?**

**“**Breadth First Search” (aka BFS) and “Depth First Search” (aka DFS) are both graph traversal algorithms with a time complexity of O(V+E) where E is the number of edges, and V is the number of vertices.

The main difference between both algorithms is the data structure they use to traverse the graph, where BFS uses a queue, DFS uses a stack data structure.

DFS is usually preferred over BFS in games and puzzles since they use a decision tree to make the next move which is indicated by a leaf node.

Since BFS traverse the tree one level at a time it will take long time to reach a conclusion, while on the other hand DFS traverse further deep into the argument going till leaf nodes of the tree.