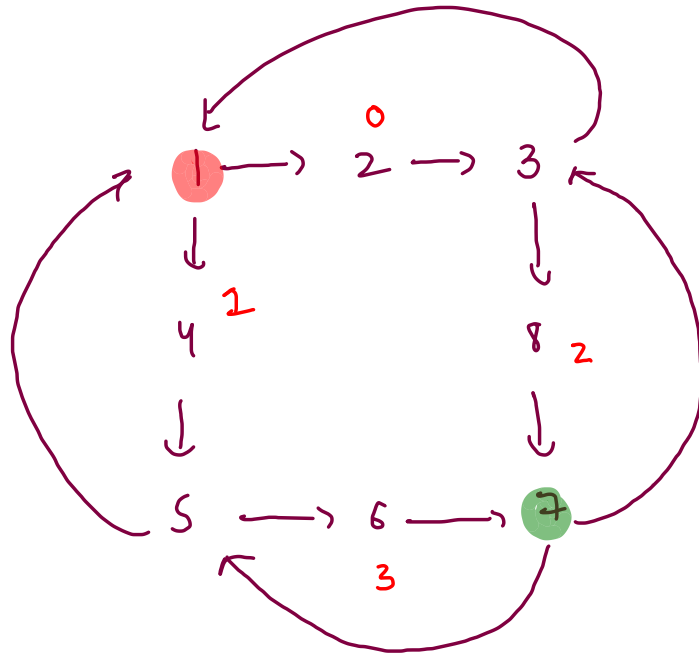


Bus routes

arr: $\begin{matrix} [1, 2, 3] & [1, 4, 5] & [3, 8, 7] & [5, 6, 7] \\ 0 & 1 & 2 & 3 \end{matrix}$



1 \rightarrow 0, 1

src \rightarrow 1

2 \rightarrow 0

3 \rightarrow 0, 2

4 \rightarrow 1

5 \rightarrow 1, 3

6 \rightarrow 3

8 \rightarrow 2

7 \rightarrow 2, 3

dest \rightarrow 7

hm (Bus stand no. vs Bus)

1 \rightarrow 0, 1

2 \rightarrow 0

3 \rightarrow 0, 2

4 \rightarrow 1

5 \rightarrow 1, 3

6 \rightarrow 3

8 \rightarrow 2

7 \rightarrow 2, 3

vis (Bus stand) :

vis (Bus) :

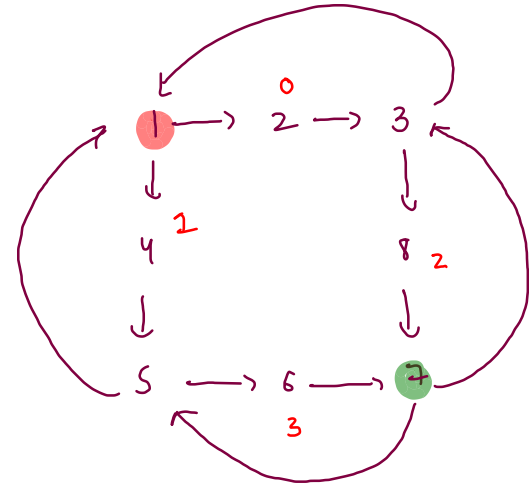
lev = 2

c = 6

count [remove
mark
add nbr

src = 1

dest = 7



```
routes = [[7,12],[4,5,15],[6],[15,19],
```

0 1 2 3

```
for(int i=0; i < routes.length;i++) {  
    int bus_no = i;  
    for(int j = 0; j < routes[i].length;j++) {  
        int bus_stop_no = routes[i][j];  
  
        if(map.containsKey(bus_stop_no) == false) {  
            ArrayList<Integer>list = new ArrayList<>();  
            list.add(bus_no);  
            map.put(bus_stop_no,list);  
        }  
        else {  
            ArrayList<Integer>list = map.get(bus_stop_no);  
            list.add(bus_no);  
            map.put(bus_stop_no,list);  
        }  
    }  
}
```

bus_no = 3

7 → [0]

19 → [3]

12 → [0]

4 → [1]

5 → [1]

15 → [1,3]

6 → [2]

```

while(q.size() > 0) {
    int count = q.size();

    while(count-- > 0) {
        //remove
        int rem = q.remove();

        if(rem == tar) {
            return lev;
        }

        //mark
        if(bus_stop_vis.contains(rem) == true) {
            continue;
        }

        bus_stop_vis.add(rem);

        //add nbr
        for(int bus : map.get(rem)) {
            if(bus_vis.contains(bus) == false) {
                bus_vis.add(bus);
                for(int bus_stop : routes[bus]) {
                    if(bus_stop_vis.contains(bus_stop) == false) {
                        q.add(bus_stop);
                    }
                }
            }
        }
    }

    lev++;
}

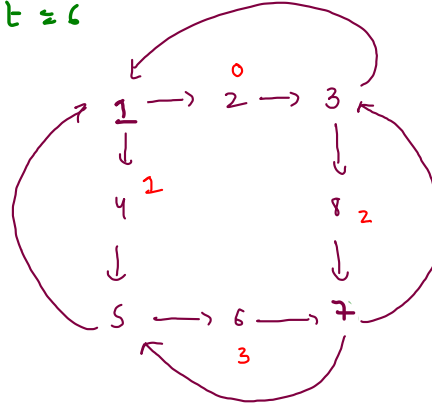
```

arr : [[1, 2, 3] , [1, 4, 5] , [3, 8, 7] , [5, 6, 7]]

0 1 2 3

src = 2

dest = 6



lev = ~~0~~ ~~1~~ ~~2~~ 3

1 -> 0, 1

2 -> 0

3 -> 0, 2

4 -> 1

5 -> 1, 3

8 -> 2

7 -> 2, 3

6 -> 3

HM bus stand no
vs bus

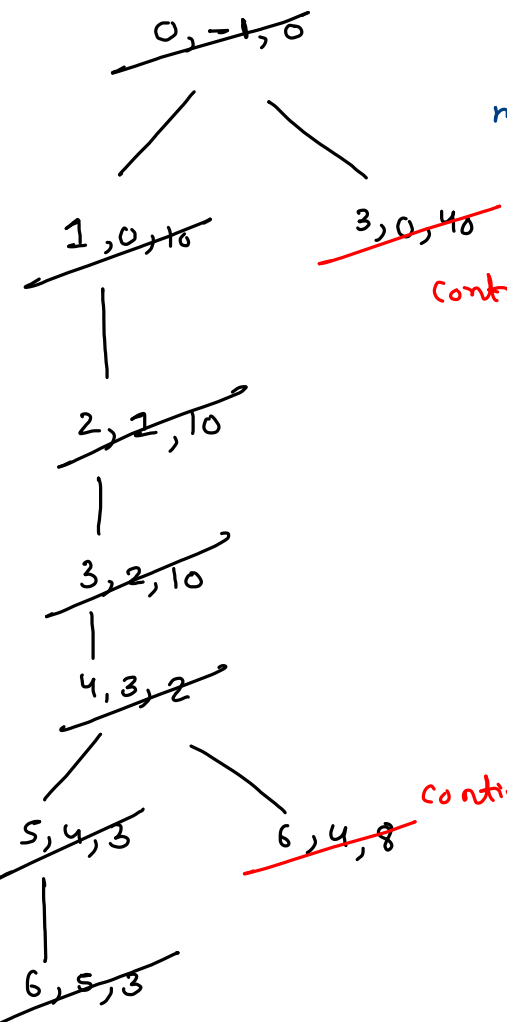
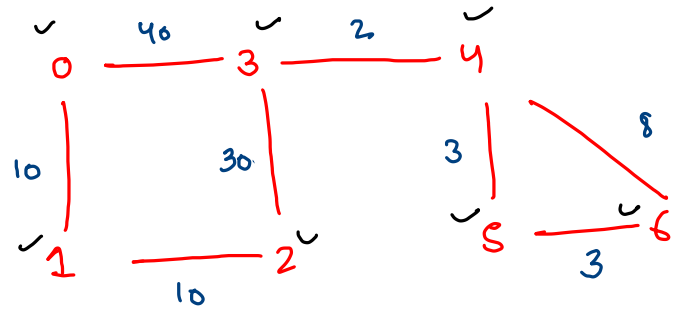
bus_vis : 0, 1, 2, 3

bus_stop_vis : 2, 1, 3, 4, 5, 8, 7

2	2	3	4	5	8	7	6	7
--------------	--------------	--------------	---	---	--------------	--------------	--------------	---

Prim's

7
8
0 1 10
1 2 10
2 3 10
0 3 40
3 4 2
4 5 3
5 6 3
4 6 8



min spanning tree

continue

continue

remove

mark x

work

add

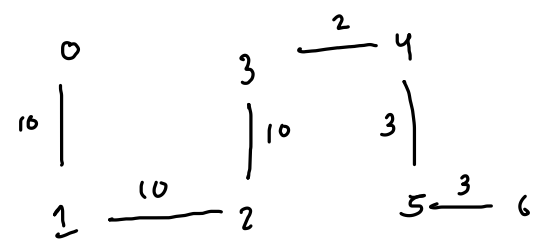
Pair {

int u;

int v;

int wt;

}



```

public static int prims(ArrayList<ArrayList<Edge>>graph) {
    PriorityQueue<Edge>pq = new PriorityQueue<>();

    int cost = 0;
    pq.add(new Edge(0,0));
    boolean[]vis = new boolean[graph.size()];

    while(pq.size() > 0) {
        //remove
        Edge rem = pq.remove();

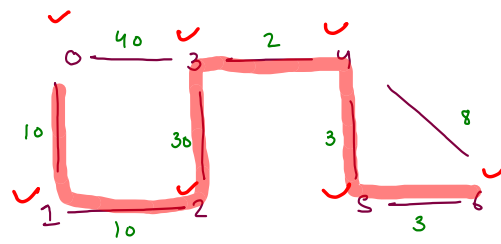
        //mark
        if(vis[rem.v] == true) {
            continue;
        }
        vis[rem.v] = true;

        //work
        cost += rem.wt;

        //add nbr
        for(Edge ne : graph.get(rem.v)) {
            int nbr = ne.v;
            int wt = ne.wt;
            if(vis[nbr] == false) {
                pq.add(new Edge(nbr,wt));
            }
        }
    }

    return cost;
}

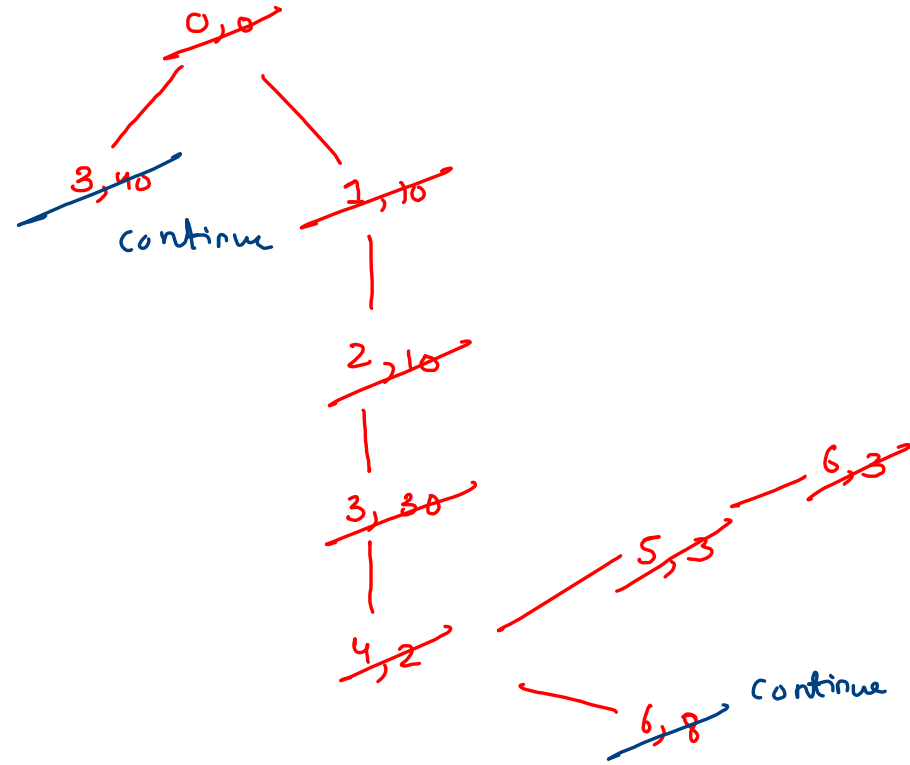
```



$$\text{cost} = 0 + 10 + 10$$

$$+ 30 + 2$$

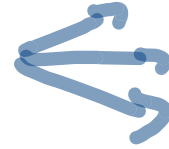
$$+ 3 + 3 =$$



zero one
matrix

$x_0 \ y_0 \quad x_1 \ y_1$

$$\text{dist} = |x_0 - x_1| + |y_0 - y_1|$$

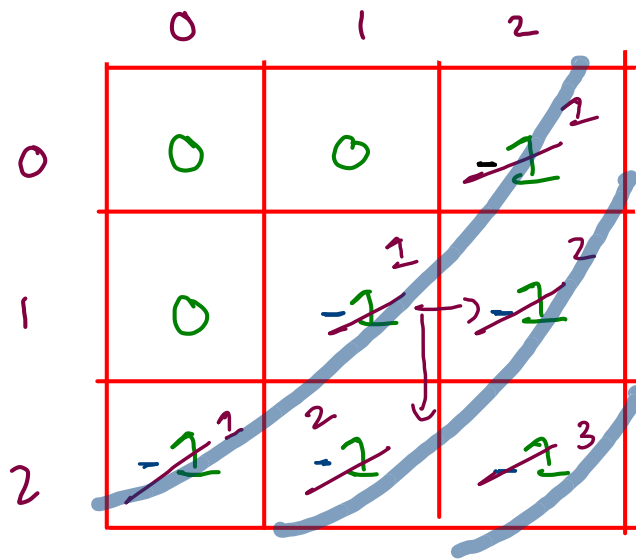


0	0	0
0	1	0
1	1	1

ans

0	0	0
0	1	0
1	2	1

why we should
start 0?



remove

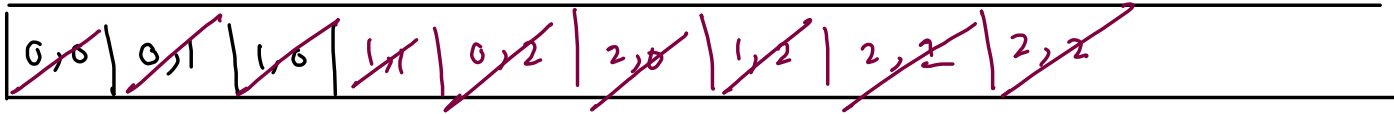
add nbr \rightarrow mark & work

0's
 \downarrow

1's 1 away

\downarrow

1's 2 away




```

while(q.size() > 0) {
    //remove
    Pair rem = q.remove();
    int ri = rem.i;
    int rj = rem.j;

    //add nbr
    for(int i=0; i < 4;i++) {
        int ni = ri + dir[i][0];
        int nj = rj + dir[i][1];

        if(ni >= 0 && ni < mat.length && nj >= 0 && nj < mat[0].length && mat[ni][nj] == -1) {
            mat[ni][nj] = mat[ri][rj] + 1;
            q.add(new Pair(ni,nj));
        }
    }
}
return mat;

```

	0	1	2
0	0	-1 ¹	-1 ²
1	-1 ¹	-2 ²	3 ⁻¹
2	0	-1 ¹	-1 ²

~~0,0~~ | ~~2,0~~ | ~~0,1~~ | ~~1,0~~ | ~~2,1~~ | ~~0,2~~ | ~~1,1~~ | ~~2,2~~ | ~~1,2~~

	0	1	2
0	0 1	1 0	0 1
1	1 0	2 0	1 0
2	0 1	1 0	0 1

0 → water

1 → land

1 1 1
1 2 2
1 1 1

~~0,0~~ | ~~0,2~~ | ~~2,0~~ | ~~2,2~~ | ~~0,1~~ | ~~1,0~~ | ~~2,1~~ | ~~1,2~~ | ~~1,1~~

max = ~~2~~ 2

(i) find nearest 1 for every 0.

(ii) find max of these dist

(iii) q.add(r) → 1's