Took - 161 Here oin this code, I take itwo variables n and m which are the node and edge of a graph. Then in the code, it reads in line, each containing (a,b,c) edge, when a, and brain nodes connected by an elge with weight 'c'. Thin I create a' adjacercy. mentrix i mad i fin the graph When mad [a] [b] contains the weight of the edge from node a to node boand give the matrix

## Table (1. (6))

there in this task, I take a imput file arm node and edges and exerted of a graph of a graph on this code take this input and grows us a output as a adjacency list. The adjacency lind is a directionary when each kes repeasable a node and its value is a tuple containing the adjacend hads and their conservatory edge weight.

## Jack -2

To those the Path Bfs is the night those. So in this dash I used by soirt the algorithm that, given in the quotien. Here I take a imput which is convented to adjucent into their 131 8tants BFS thousand to form node I. Don'n this movement it coulds the visited node into an otopit Abe.

and we get our desired output

## Jask - 32

In this took we amy asked it we can

do DFS on not. So By taking an imput we find

the number of ventices i'm's and number of edges in'

and the edges themselves. It the By using DFS

thousand by using colon identification method we I

find the drevatived puth. as the output,

hep a court person during

In this task intendent to find cycle

I took a input file. Then I would a advicency

1st and append the elements in such a was

their this only worth find directed graph. Then I

month 2 coloni. Dispuscing DF) and touring the

colon we I din it the graph is Bipentide

on not. I Bipantide texts but the output is

yes on else No.

## Task-5

In this took We have to find the Shortest Path and Himes of howard. So I applied BFS. So finally I take a input when we I find a vention node; edge and edge and destination. After that I made an advacent histofon undinested for I would BFS when graph. after that I would BFS when I have a Court of Path howard and Aind the Shortest fath and point them

Task - 6 - dit bugger a door

In this task 2 used BF3 to.

find the destruct Output. How I built a logic

from the view of the quisdion. Like other

Phers limitation to move the other

the somet for domand is being completed

after deeling with contain conditions. Then

I looked left and right and up are

down and maked the visited Rondon and marked as Mock. Then every eigh simble path am checked to get the mass amount of dominate And in this east of get the desired output