<https://www.geeksforgeeks.org/top-50-graph-coding-problems-for-interviews/>

1. [Print Adjacency List](https://www.geeksforgeeks.org/print-adjacency-list-for-a-directed-graph/)

Approach 1: edges are store into 2D vector and crate adjacency vector using vector<int> adj[v] and adj[u].push\_back(v);

1. BFS of graph

Link: <https://www.geeksforgeeks.org/problems/bfs-traversal-of-graph/1>

Approach 1: use visited vector and queue to traversal the graph.

DFS of Graph

Approach 1: call the recursive bfs function when node is not visited.

1. Floyd Warshall Algorithm

Approach: to use adjacency matrix and calculate all the shortest distance between two node. TC:O(N^3) SC:O(N^2).

1. Transitive closure of a Graph(check the node is reachable or not) similarly the Floyd Warshall algorithm. Some change like if node is 1e9 replace to 0 else 1.

Implement this case: if(i==j||graph[i][k]&&graph[k][j])graph[i][j]=1;

1. Number of IsLand (using dfs)

Case 1: to move all the direction l r t d as well as diagonal

Case 2: to move only l r t d.