CPP_EX1_25 – List of Sources:

1. **STL**:
   https://he.wikipedia.org/wiki/%D7%A1%D7%A4%D7%A8%D7%99%D7%99%D7%AA_%D7%94%D7%AA%D7%91%D7%A0%D7%99%D7%95%D7%AA_%D7%94%D7%AA%D7%A7%D7%A0%D7%99%D7%AA

2. **Valgrind**:
   - https://www.youtube.com/watch?v=26jYoKkKM8Y
   - Presentation related to Valgrind from Systems Programming 1's course moodle.

3. **Adjacency List**:
   - Definition:
   https://he.wikipedia.org/wiki/%D7%A8%D7%A9%D7%99%D7%9E%D7%AA_%D7%A1%D7%9E%D7%99%D7%9B%D7%95%D7%AA
   - Idea for implementation (Especially part #4):
   https://www.geeksforgeeks.org/adjacency-list-meaning-definition-in-dsa/#3-adjacency-list-for-directed-and-weighted-graph

4. **LinkedList's implementation** in C from System Programming 1's course moodle.

5. **Union-Find's implementation**:
   https://chatgpt.com/share/67f2fa25-ff40-8007-96e7-9989e64295f4

6. **BFS**:
   https://www.geeksforgeeks.org/breadth-first-search-or-bfs-for-a-graph/

7. **Queue**:
   https://www.geeksforgeeks.org/introduction-and-array-implementation-of-queue/

8. **doctest**:
   - https://chatgpt.com/share/67e9877a-3940-8007-a096-a514c575907e
   - https://github.com/doctest/doctest?tab=readme-ov-file

9. **Makefile**:
   https://chatgpt.com/share/67f2a8ba-4588-8007-a304-8ee94e4cc02c

10. **Algorithms 1's course moodle** for the implementation of graph algorithms.

11. **Course GitHub's materials**, especially the text summaries and "Rule of Three" in folder 5.