ASSIGNMENT 13

```
#include <bits/stdc++.h>
using namespace std;
class Graph {
private:
  unordered_map<string, vector<string>> adjList;
public:
  Graph() {};
  void DFS(const string& start, vector<string>& order) {
    stack<string> s;
    unordered_map<string, bool> visited = {};
    s.push(start);
    while (!s.empty()) {
      auto curr = s.top();
      s.pop();
      if (!visited[curr]) {
         visited[curr] = true;
         order.push_back(curr);
      }
      for (const auto& neighbour : adjList[curr]) {
         if (!visited[neighbour]) {
           s.push(neighbour);
         }
```

```
}
  }
}
void BFS(const string& start, vector<string>& order) {
  queue<string> q;
  unordered_map<string, bool> visited = {};
  string curr;
  q.push(start);
  while(!q.empty()) {
    curr = q.front();
    q.pop();
    if (!visited[curr]) {
      visited[curr] = true;
      order.push_back(curr);
    }
    for (const auto& neighbour : adjList[curr]) {
      if (!visited[neighbour])
         q.push(neighbour);
    }
  }
}
void addEdge(const string& parent, const string& child) {
  adjList[parent].push_back(child);
  adjList[child].push_back(parent);
}
```

```
};
int main() {
  // Create Graph
  Graph g;
  g.addEdge("Bus stop", "Auditorium");
  g.addEdge("Bus stop", "College");
  g.addEdge("Auditorium", "College");
  g.addEdge("College", "Canteen");
  string start = "Bus stop";
  // Traverse
  vector<string> dfs_order;
  vector<string> bfs_order;
  g.DFS(start, dfs_order);
  g.BFS(start, bfs_order);
  cout << "DFS: " << flush;
  for (const auto& it : dfs_order)
    cout << it << " " << flush;
  cout << endl;
  cout << "BFS: " << flush;
  for (const auto& it : bfs_order)
    cout << it << " " << flush;
  cout << endl;
  return 0;
}
```

OUTPUT:

