

DATA STRUCTURE AND ALOGRITHUM

Lab Report

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Experiment # 1 GRAPH

Objective

To understand the Implementation of BREADTH FIRST SEARCH

Software Tool

1. DEV C++

1 Theory

Breadth-first search (BFS) is an algorithm for traversing or searching tree or graph data structures. It starts at the tree root (or some arbitrary node of a graph, sometimes referred to as a 'search key'[1]), and explores all of the neighbor nodes at the present depth prior to moving on to the nodes at the next depth level.

It uses the opposite strategy as depth-first search, which instead explores the highest-depth nodes first before being forced to backtrack and expand shallower nodes.

2 Task

2.1 Procedure: Task 1

```
#include < iostream>
#include < list>
using namespace std;
class Graph
{
   int V;
   list < int> *adj;
public:
   Graph(int V);
```



Figure 1: Time Independent Feature Set

```
void addEdge(int v, int w);
    void BFS(int s);
};
 Graph::Graph(int V)
{
    this ->V = V;
    adj = new list < int > [V];
 void Graph::addEdge(int v, int w)
{
    adj[v].push_back(w);
 void Graph::BFS(int s)
    bool *visited = new bool[V];
    for (int i = 0; i < V; i++)
         visited [i] = false;
    \mathbf{list}\!<\!\!\mathbf{int}\!>\;\mathbf{queue}\,;
  visited[s] = true;
    queue.push_back(s);
   list <int >::iterator i;
     while (! queue . empty())
             s = queue.front();
         cout << s << "";
         queue.pop_front();
```

```
for (i = adj[s].begin(); i != adj[s].end(); ++i)
             if (! visited [* i])
                 visited[*i] = true;
                 queue.push_back(*i);
        }
    }
}
int main()
{ Graph g(4);
    g.addEdge(0, 1);
    g.addEdge(0, 2);
    g.addEdge(1, 2);
    g.addEdge(2, 0);
    g.addEdge(2, 3);
    g.addEdge(3, 3);
  cout << "Following_is_Breadth_First_Traversal_"
         << "(starting_from_vertex_2)_\n";</pre>
    g.BFS(2);
    return 0;
}
```

3 Conclusion

in this lab we Understand

To implement and understand blind searching techniques such as Breadth First Search.

Understand the searching in BFS

Program BFS Technique