Assignment 1

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University of Technology Sydney, Australia

Assignment 1: Quizzes + A Coding Task

- Two sets of quizzes (20 ponts)
  - Basic C/C++ and secure programming
  - Vulnerability assessment.
- One coding task (10 ponts)
  - Practicing C++ graph traversal algorithm
  - A warm up coding task for later assignments.

You are encouraged to finish the quizzes before starting your coding task.

Assignment 1: C++ Coding Task

Graph Traversal

- You will be using what you have learned to build a C++ program.
- **Goal**: implement a depth first search on a graph and print path from a source node to a sink node on the graph

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Depth First Search (DFS)

- An algorithm to traverse or search a graph data structure.
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Depth First Search (DFS)

- An algorithm to traverse or search a graph data structure.
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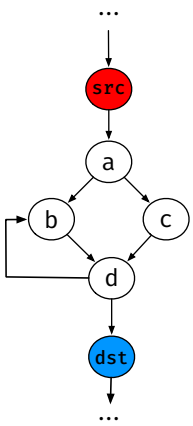
Why DFS?

- Efficient, linear time complexity, i.e., O(V+E), where V is nodes and E is edges.
- One of the most commonly used graph algorithms.

Assignment 1: C++ Coding Task

Graph Traversal



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- (1) can `src` reach `dst`?
- (2) if so, what are the possible paths from `src` to `dst` along the graph?

Assignment 1: C++ Coding Task

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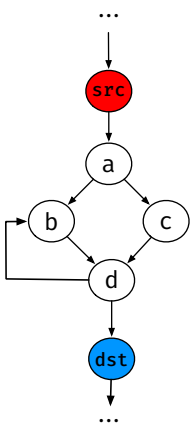

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Answer:

- (1) Yes.

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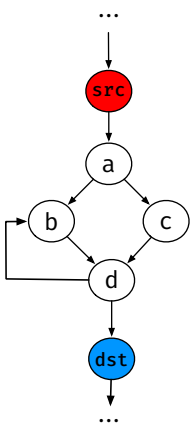

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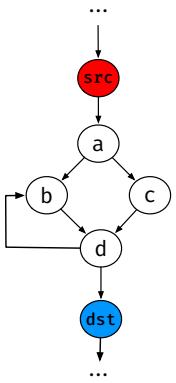
- (1) can `src` reach `dst`?
- (2) if so, what are the possible paths from `src` to `dst` along the graph?

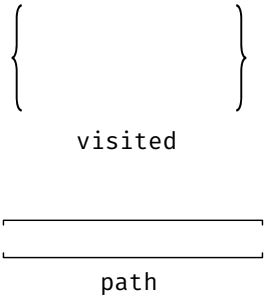
Answer:

- (1) Yes.
- (2) All possible paths:
  - `src` → `a` → `b` → `d` → `dst`
  - `src` → `a` → `c` → `d` → `dst`
  - `src` → `a` → `b` → `d` → `b` → `d` → `dst`
  - `src` → `a` → `b` → `d` → `b` → `d` → `...dst`

Assignment 1: C++ Coding Task

DFS algorithm and an example



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//node seq in the current path during traversal
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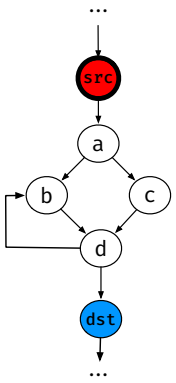

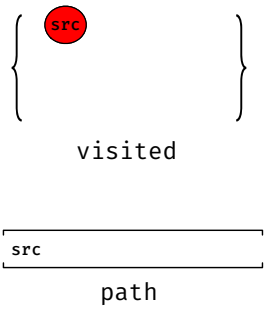


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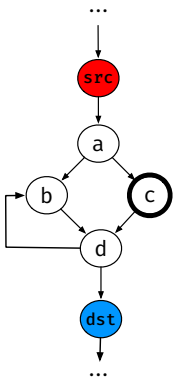

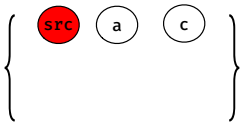

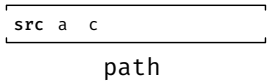


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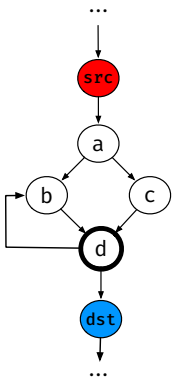

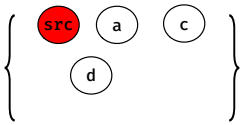

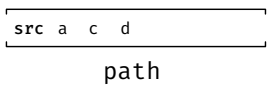


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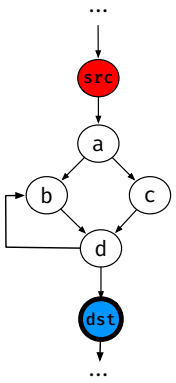
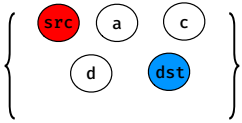
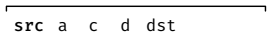




visited



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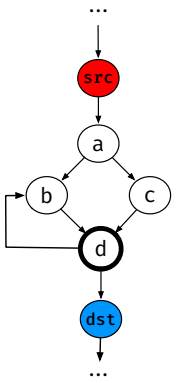

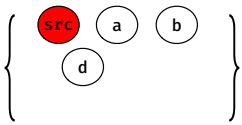

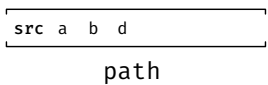


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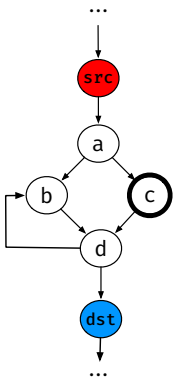

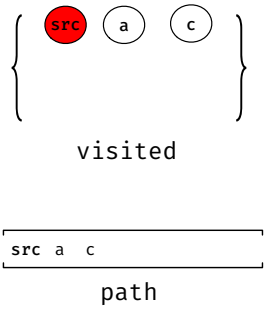


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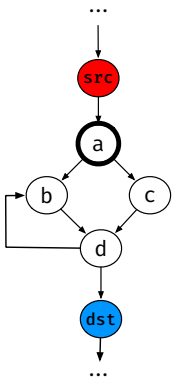

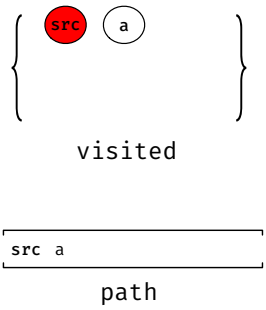


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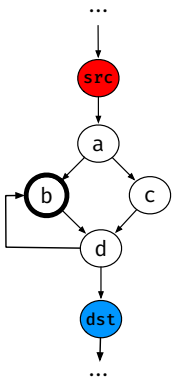
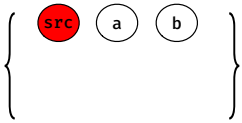
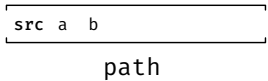
DFS algorithm





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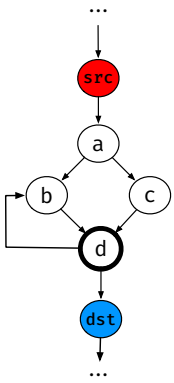

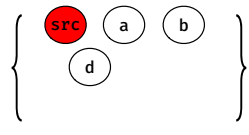

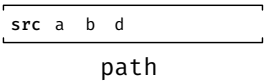


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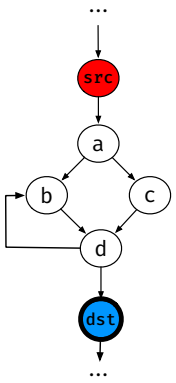

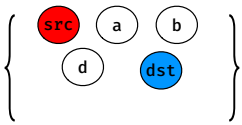

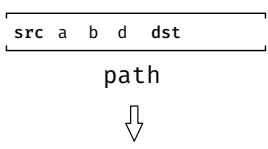


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