

Marwadi University Faculty of Technology

Department of Information and Communication Technology

Subject: DAA (01CT0512)

AIM: Breadth First Search:

Experiment No: 20 Date: 3/10/2023

Enrolment No: 92100133020

Breadth First Search:

BFS explores all the vertices of a graph in breadth-first manner, i.e., it visits all the vertices at distance **k** from the source before visiting the vertices at distance **k+1**.

Algorithm:

- 1. Enqueue the source vertex and mark it as visited.
- 2. While the queue is not empty, dequeue a vertex, visit it, and enqueue its adjacent unvisited vertices.

Code:

```
#include <iostream>
#include <queue>
#include <vector>
#include <algorithm>
using namespace std;
class Graph {
  int V;
  vector<int> *adj;
public:
  Graph(int V) {
    this->V = V;
     adj = new vector<int>[V];
  void addEdge(int v, int w) {
     adj[v].push_back(w);
  }
  void BFS(int s) {
     bool *visited = new bool[V];
    fill(visited, visited + V, false);
     queue<int> q;
     visited[s] = true;
     q.push(s);
     while (!q.empty()) {
       int v = q.front();
       cout << v << " ";
       q.pop();
       for (int i : adj[v]) {
```



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```
if (!visited[i]) {
           visited[i] = true;
            q.push(i);
         }
       }
    }
  }
};
int main() {
  Graph g(7);
  g.addEdge(0, 1);
  g.addEdge(0, 2);
  g.addEdge(1, 3);
  g.addEdge(1, 4);
  g.addEdge(2, 5);
  g.addEdge(2, 6);
  cout << "BFS starting from vertex 0: ";</pre>
  g.BFS(0);
  return 0;
}
```

Output:

BFS starting from vertex 0: 0 1 2 3 4 5 6

Space complexity:	
Justification:	
Time complexity:	
Best case time complexity:	
Justification:	
Worst case time complexity:	
Justification:	