# Compulsory 3 Sebastian James Zapart

Link to the Git hub repository:

https://github.com/Shrimpy02/Compulsory3---Sebastian.git

## Breadth first traversal algorithm

The BFT algorithm searches the given data structure in a layer-by-layer fashion. It uses a temp que to store children/adjacent nodes that it must search, remembering which nodes it has been in and which ones it still must go to too.

## Depth first traversal algorithm

The DFT algorithm searches the given data structure in a top-down fashion. It uses recursion to explore the data structure going from node to node.

In my compulsory I implemented both algorithms, for function and for form. However, if I had to choose, I would choose Breadth first. It is more complicated and is less efficient, but the output is much more user friendly and readable.

The reason I chose to implement my graph using the adjacency list is because I thought it was like how trees were built up and though I might have a chance to create it without too much help from google. So, I chose it since that's what I thought I would learn the most from.