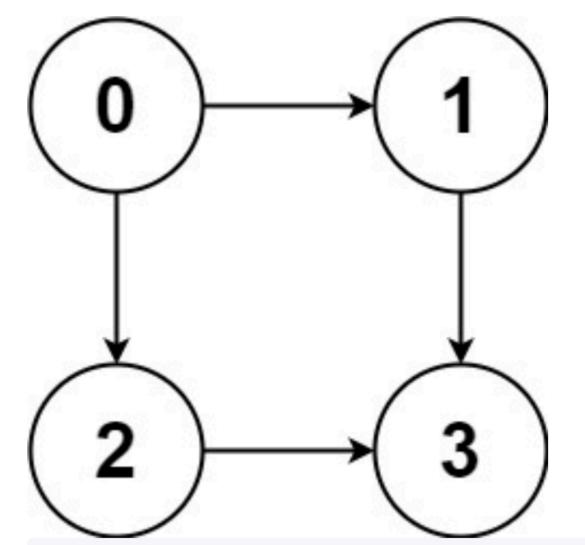
797. All Paths From Source to Target

Given a directed acyclic graph (**DAG**) of n nodes labeled from 0 to n-1, find all possible paths from node 0 to node n-1 and return them in **any** order.

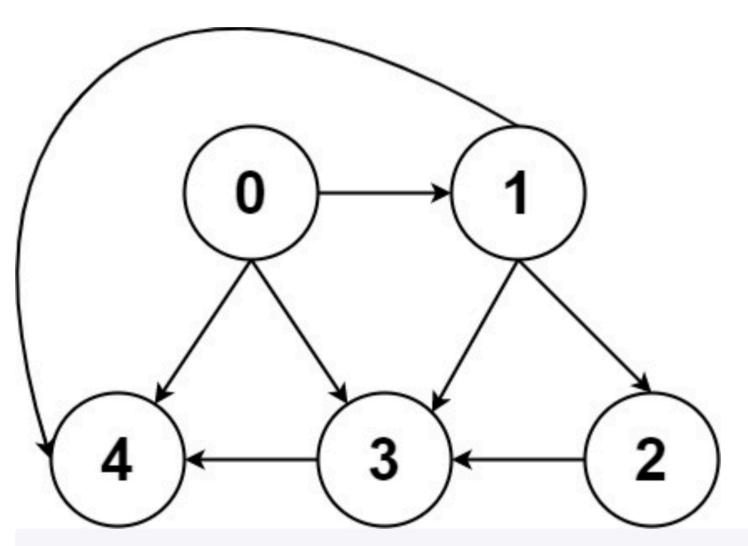
The graph is given as follows: <code>graph[i]</code> is a list of all nodes you can visit from node <code>i</code> (i.e., there is a directed edge from node <code>i</code> to node <code>graph[i][j]</code>).

Example 1:



```
Input: graph = [[1,2],[3],[3],[]]
Output: [[0,1,3],[0,2,3]]
Explanation: There are two paths: 0 -> 1 -> 3 and 0 -> 2 -> 3.
```

Example 2:

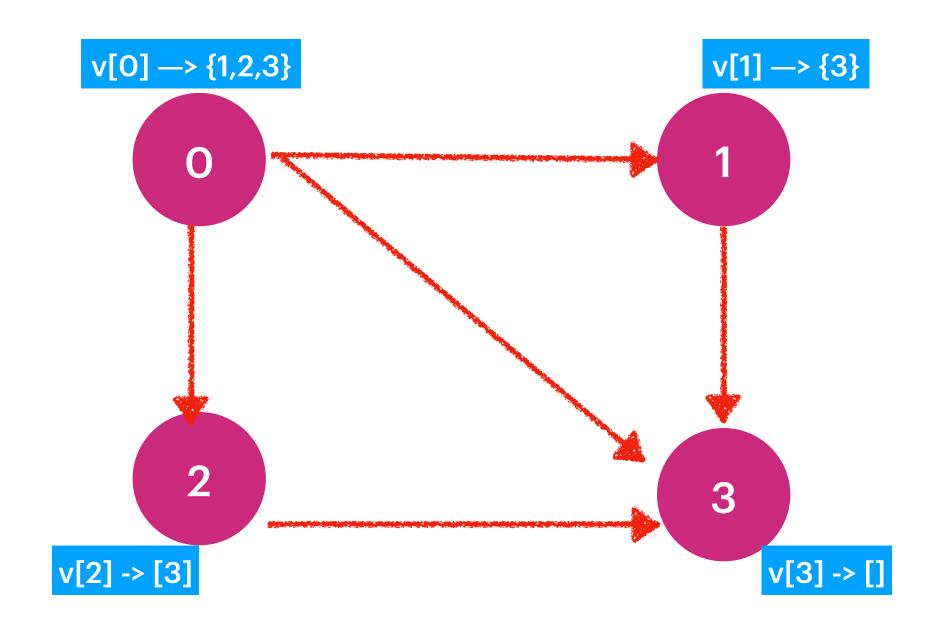


Input: graph = [[4,3,1],[3,2,4],[3],[4],[]]
Output: [[0,4],[0,3,4],[0,1,3,4],[0,1,2,3,4],[0,1,4]]

Constraints:

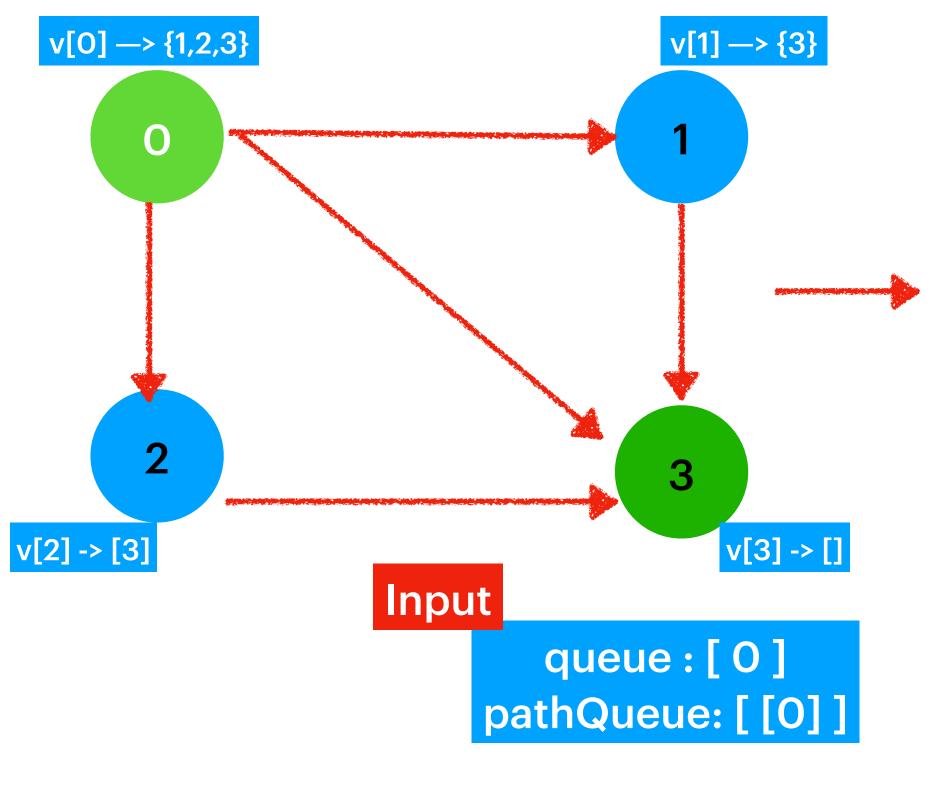
- n == graph.length
- 2 <= n <= 15
- 0 <= graph[i][j] < n
- graph[i][j] != i (i.e., there will be no self-loops).
- All the elements of graph[i] are unique.
- The input graph is **guaranteed** to be a **DAG**.

Direct Acyclic Graph [DAG]



Find Out All the possible Paths from V[0] to V[n-1]

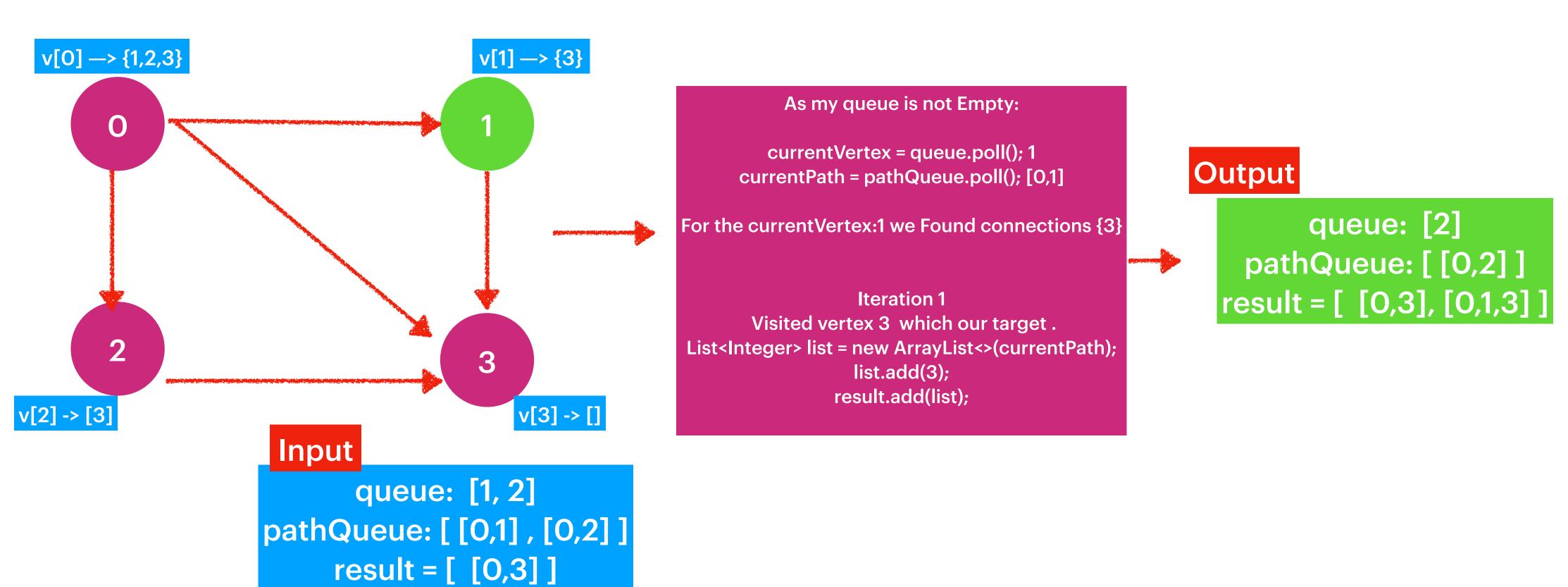
Bredth First Search [BFS]



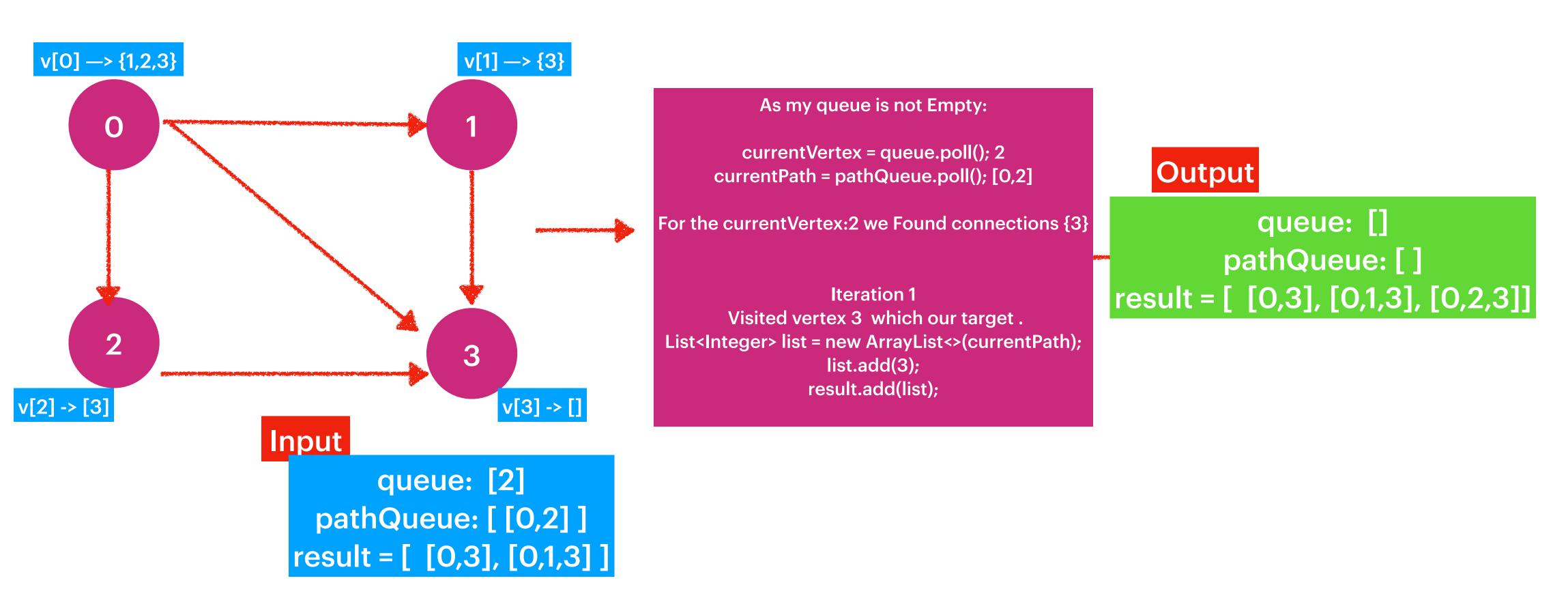
```
As my queue is not Empty:
           currentVertex = queue.poll(); 0
         currentPath = pathQueue.poll(); [0]
For the currentVertex:0 we Found connections {1,2,3}
                     Iteration 1:
         Visited vertex 1 which is not target.
                    queue.add(1)
   List<Integer> list = new ArrayList<>(currentPath);
                      list.add(1);
                pathQueue.add(list);
                     queue:[1],
                  pathQueue: [0,1]
                     Iteration 2:
         Visited vertex 2 which is not target.
                    queue.add(2)
   List<Integer> list = new ArrayList<>(currentPath);
                     list.add(2);
                pathQueue.add(list);
                    queue: [1,2],
              pathQueue: [[0,1], [0,2]]
                      Iteration 3
         Visited vertex 3 which our target.
   List<Integer> list = new ArrayList<>(currentPath);
                     list.add(3);
                   result.add(list);
```

Output queue: [1, 2] pathQueue: [[0,1] , [0,2]] result = [[0,3]]

Bredth First Search [BFS]

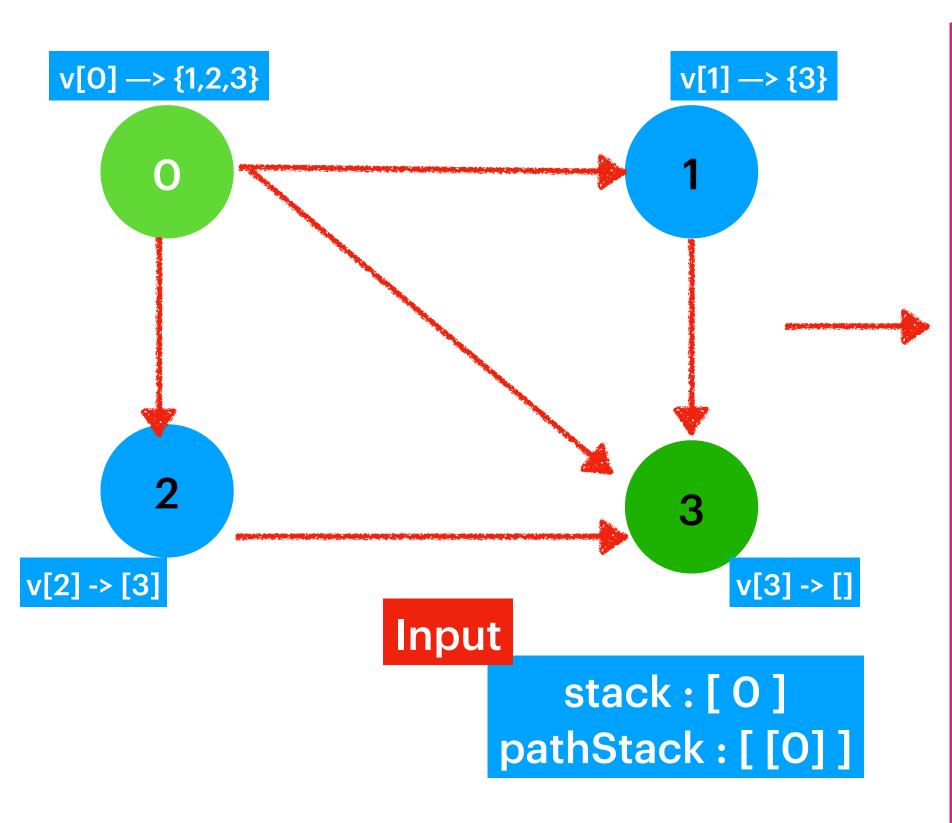


Bredth First Search [BFS]



Queue is Empty: so return the result: [[0,3][0,1,3][0,2,3]]

Depth First Search [DFS]



```
As my stack is not Empty:
            currentVertex = stack.pop(); 0
            currentPath = stack.pop(); [0]
For the currentVertex:0 we Found connections {1,2,3}
                     Iteration 1:
         Visited vertex 1 which is not target.
                    stack.push(1)
   List<Integer> list = new ArrayList<>(currentPath);
                      list.add(1);
                 pathStack.add(list);
                      stack: [1],
                  pathStack: [[0,1]]
                     Iteration 2:
         Visited vertex 2 which is not target.
                    stack.push(2)
  List<Integer> list = new ArrayList<>(currentPath);
                     list.add(2);
                 pathStack.add(list);
                   stack: [1 -> 2],
             pathStack: [[0,1] -> [0,2]]
                     Iteration 3:
         Visited vertex 3 which is the target.
              Add currentPath to result
  List<Integer> list = new ArrayList<>(currentPath);
                     list.add(2);
                    result.add(list)
```

Output

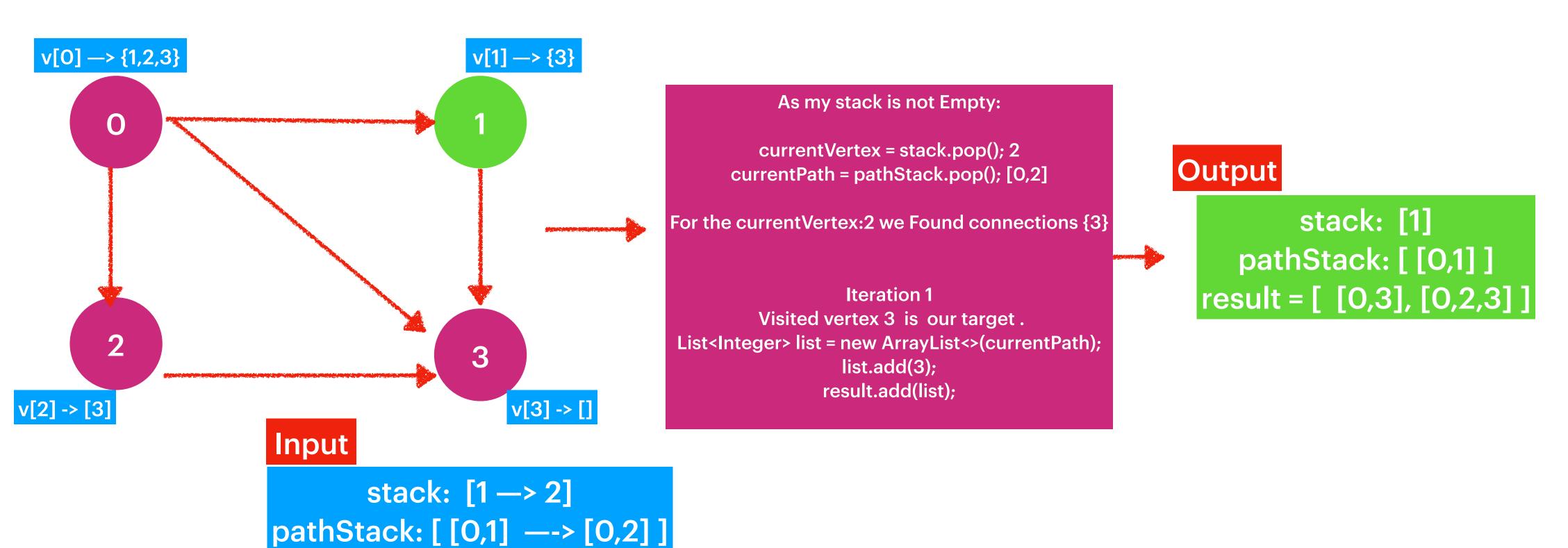
```
stack: [1 —> 2]

pathStack: [[0,1] —-> [0,2]]

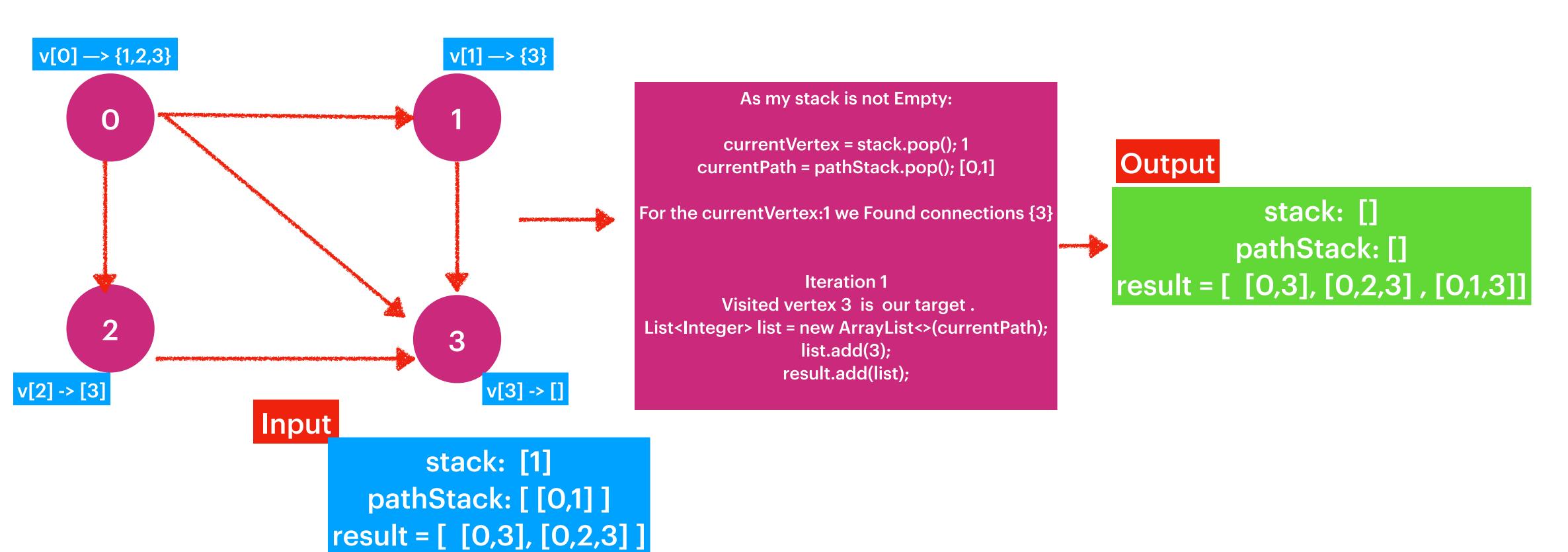
result = [[0,3]]
```

Depth First Search [DFS]

result = [[0,3]]



Depth First Search [DFS]



Stack is Empty: so return the result: [[0,3][0,1,3][0,2,3]]