

Vertex Cover

Vincenzo Petrolò

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0.1 Data Structures

```
typedef struct {  
    int u;  
    int v;  
}arco_non_orientato_t;  
  
typedef enum {FALSE,TRUE} boolean;
```

0.2 Prototypes

```
boolean vertex_cover(arco_non_orientato_t **archi,int **set,int n,int n_vertici)  
void power_set();  
void display_set(int **set,int n);  
void leggi_archi(arco_non_orientato_t **archi,int *n_vertici,int *n_archi);  
boolean in_vertex(arco_non_orientato_t *archi,int *set,int n_set);
```

0.3 Functions description

0.4 Worst case complexity analysis