

Vishal14H/Hackerrank1_Python

Complete C# Unity Game Dev

(537) Lec-48: Convert Context

Student Corner

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online compiler and debugger for c/c++

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main.py

```
1 graph = {
2     'A' : ['B','C'],
3     'B' : ['D', 'E'],
4     'C' : ['F'],
5     'D' : [],
6     'E' : ['F'],
7     'F' : []
8 }
9
10 visited = [] # List to keep track of visited nodes.
11 queue = []    #Initialize a queue
12
13 def bfs(visited, graph, node):
14     visited.append(node)
15     queue.append(node)
16
17     while queue:
18         s = queue.pop(0)
19         print (s, end = " ")
20
21         for neighbour in graph[s]:
22             if neighbour not in visited:
23                 visited.append(neighbour)
24                 queue.append(neighbour)
25
26 # Driver Code
27 bfs(visited, graph, 'A')
```

input

A B C D E F

...Program finished with exit code 0

Press ENTER to exit console.

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