

TASK 1A:

```
graph = {  
    '5': ['3', '7'],  
    '3': ['2', '4'],  
    '7': ['8'],  
    '2': [],  
    '4': ['8'],  
    '8': []  
}  
  
visited = [] # List for visited nodes.  
queue = [] # Initialize a queue  
  
def bfs(visited, graph, node): # Function for BFS  
    visited.append(node)  
    queue.append(node)  
  
    while queue: # Creating loop to visit each node  
        m = queue.pop(0)  
        print(m, end=" ")  
  
        for neighbour in graph[m]:  
            if neighbour not in visited:  
                visited.append(neighbour)  
                queue.append(neighbour)  
  
# Driver Code  
print("Following is the Breadth-First Search:")  
bfs(visited, graph, '5') # Function calling
```

OUTPUT:



The screenshot shows a standard Windows application window titled "IDLE Shell 3.10.3". The menu bar includes "File", "Edit", "Shell", "Debug", "Options", "Window", and "Help". The main text area displays the following content:

```
Python 3.10.3 (tags/v3.10.3:a342a49, Mar 16 2022, 13:07:40) [MSC v.1929 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
=== RESTART: C:/Users/Admin/AppData/Local/Programs/Python/Python310/task1.py ===
Following is the Breadth-First Search:
5 3 7 2 4 8
>>> |
```

The status bar at the bottom right indicates "Ln: 7 Col: 0".

TASK 1B:

```
graph = {  
    '5': ['3', '7'],  
    '3': ['2', '4'],  
    '7': ['8'],  
    '2': [],  
    '4': ['8'],  
    '8': []  
}
```

```
visited = set() # Set to keep track of visited nodes of graph.
```

```
def dfs(visited, graph, node): # Function for DFS
```

```
    if node not in visited:
```

```
        print(node)
```

```
        visited.add(node)
```

```
        for neighbour in graph[node]:
```

```
            dfs(visited, graph, neighbour)
```

```
# Driver Code
```

```
print("Following is the Depth-First Search")
```

```
dfs(visited, graph, '5')
```

OUTPUT:

Output

Following is the Depth-First Search

5

3

2

4

8

7

=== Code Execution Successful ===