7/9/2018 graph.es6.js

```
1 class Graph {
2
     constructor() {
 3
       this.vertices = [];
4
       this.edges = [];
5
       this.numberOfEdges = 0;
6
7
8
     addVertex(vertex) {
9
       this.vertices.push(vertex);
       this.edges[vertex] = [];
10
11
     }
12
13
     removeVertex(vertex) {
       const index = this.vertices.indexOf(vertex);
14
15
       if(~index) {
         this.vertices.splice(index, 1);
16
17
       while(this.edges[vertex].length) {
18
19
         const adjacentVertex = this.edges[vertex].pop();
20
         this.removeEdge(adjacentVertex, vertex);
21
22
     }
23
24
     addEdge(vertex1, vertex2) {
25
       this.edges[vertex1].push(vertex2);
26
       this.edges[vertex2].push(vertex1);
27
       this.numberOfEdges++;
28
     }
29
30
     removeEdge(vertex1, vertex2) {
       const index1 = this.edges[vertex1] ? this.edges[vertex1].index0f(vertex2) : -1;
31
32
       const index2 = this.edges[vertex2] ? this.edges[vertex2].indexOf(vertex1) : -1;
33
       if(~index1) {
         this.edges[vertex1].splice(index1, 1);
34
35
         this.numberOfEdges--;
36
37
       if(~index2) {
38
         this.edges[vertex2].splice(index2, 1);
39
     }
40
41
42
     size() {
43
       return this.vertices.length;
44
45
     relations() {
46
47
       return this.numberOfEdges;
48
49
50
     traverseDFS(vertex, fn) {
       if(!~this.vertices.indexOf(vertex)) {
51
52
         return console.log('Vertex not found');
53
       const visited = [];
54
55
       this._traverseDFS(vertex, visited, fn);
56
57
     _traverseDFS(vertex, visited, fn) {
58
59
       visited[vertex] = true;
       if(this.edges[vertex] !== undefined) {
```

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  61
           fn(vertex);
  62
         for(let i = 0; i < this.edges[vertex].length; i++) {</pre>
  63
  64
           if(!visited[this.edges[vertex][i]]) {
             this._traverseDFS(this.edges[vertex][i], visited, fn);
  65
           }
  66
  67
         }
       }
  68
  69
       traverseBFS(vertex, fn) {
  70
  71
         if(!~this.vertices.indexOf(vertex)) {
  72
           return console.log('Vertex not found');
  73
  74
         const queue = [];
  75
         queue.push(vertex);
  76
         const visited = [];
  77
         visited[vertex] = true;
  78
  79
         while(queue.length) {
  80
           vertex = queue.shift();
  81
           fn(vertex);
           for(let i = 0; i < this.edges[vertex].length; i++) {</pre>
  82
              if(!visited[this.edges[vertex][i]]) {
  83
  84
                visited[this.edges[vertex][i]] = true;
  85
                queue.push(this.edges[vertex][i]);
             }
  86
  87
           }
         }
  88
       }
  89
  90
  91
       pathFromTo(vertexSource, vertexDestination) {
  92
         if(!~this.vertices.indexOf(vertexSource)) {
           return console.log('Vertex not found');
  93
  94
  95
         const queue = [];
  96
         queue.push(vertexSource);
  97
         const visited = [];
  98
         visited[vertexSource] = true;
  99
         const paths = [];
 100
         while(queue.length) {
 101
 102
           const vertex = queue.shift();
           for(let i = 0; i < this.edges[vertex].length; i++) {</pre>
 103
             if(!visited[this.edges[vertex][i]]) {
 104
               visited[this.edges[vertex][i]] = true;
 105
 106
                queue.push(this.edges[vertex][i]);
 107
                // save paths between vertices
 108
                paths[this.edges[vertex][i]] = vertex;
 109
             }
 110
           }
 111
 112
         if(!visited[vertexDestination]) {
 113
           return undefined;
 114
         }
 115
         const path = [];
 116
 117
         for(var j = vertexDestination; j != vertexSource; j = paths[j]) {
 118
           path.push(j);
 119
 120
         path.push(j);
```

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 121
        return path.reverse().join('-');
 122
 123
124
      print() {
 125
         console.log(this.vertices.map(function(vertex) {
           return (`${vertex} -> ${this.edges[vertex].join(', ')}`).trim();
 126
 127
         }, this).join(' | '));
 128
 129 }
 130
 131 const graph = new Graph();
 132 graph.addVertex(1);
 133 graph.addVertex(2);
 134 graph.addVertex(3);
 135 graph.addVertex(4);
 136 graph.addVertex(5);
 137 graph.addVertex(6);
 138 graph.print(); // 1 -> | 2 -> | 3 -> | 4 -> | 5 -> | 6 ->
 139 graph.addEdge(1, 2);
 140 graph.addEdge(1, 5);
 141 graph.addEdge(2, 3);
 142 graph.addEdge(2, 5);
 143 graph.addEdge(3, 4);
 144 graph.addEdge(4, 5);
 145 graph.addEdge(4, 6);
 146 graph.print(); // 1 -> 2, 5 | 2 -> 1, 3, 5 | 3 -> 2, 4 | 4 -> 3, 5, 6 | 5 -> 1, 2, 4
     6 -> 4
 147 console.log('graph size (number of vertices):', graph.size()); // => 6
 148 console.log('graph relations (number of edges):', graph.relations()); // => 7
 149 graph.traverseDFS(1, vertex => { console.log(vertex); }); // => 1 2 3 4 5 6
 150 console.log('---');
 151 graph.traverseBFS(1, vertex => { console.log(vertex); }); // => 1 2 5 3 4 6
 graph.traverseDFS(0, vertex => { console.log(vertex); }); // => 'Vertex not found'
 graph.traverseBFS(0, vertex => { console.log(vertex); }); // => 'Vertex not found'
 console.log('path from 6 to 1:', graph.pathFromTo(6, 1)); // => 6-4-5-1
 console.log('path from 3 to 5:', graph.pathFromTo(3, 5)); // => 3-2-5
 156 graph.removeEdge(1, 2);
 157 graph.removeEdge(4, 5);
 158 graph.removeEdge(10, 11);
 console.log('graph relations (number of edges):', graph.relations()); // => 5
 160 console.log('path from 6 to 1:', graph.pathFromTo(6, 1)); // => 6-4-3-2-5-1
 161 graph.addEdge(1, 2);
 162 graph.addEdge(4, 5);
 console.log('graph relations (number of edges):', graph.relations()); // => 7
 console.log('path from 6 to 1:', graph.pathFromTo(6, 1)); // => 6-4-5-1
 165 graph.removeVertex(5);
 166 console.log('graph size (number of vertices):', graph.size()); // => 5
 167 console.log('graph relations (number of edges):', graph.relations()); // => 4
 168 console.log('path from 6 to 1:', graph.pathFromTo(6, 1)); // \Rightarrow 6-4-3-2-1
 169
```