Took some time today to organize how I will approach Graphs based algorithms

Graphs:

1. Make a graph
2. Traverse graph – BFS DFS
3. Cyclic or not BFS DFS
4. Shortest path- BFS Dijkstra’s algorithm
5. Topological sorting
6. Maximum spanning tree
7. Backtracking N-queen, Rat in maze, Knight’s Tour
8. Named algos:
   1. Bellman Ford
   2. Floyd warshall
   3. Travelling salesman problem
   4. Flood fill
   5. Graph colouring
   6. Snake ladder