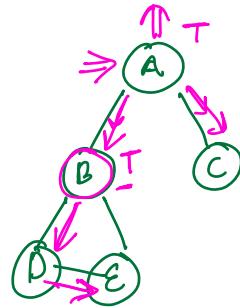
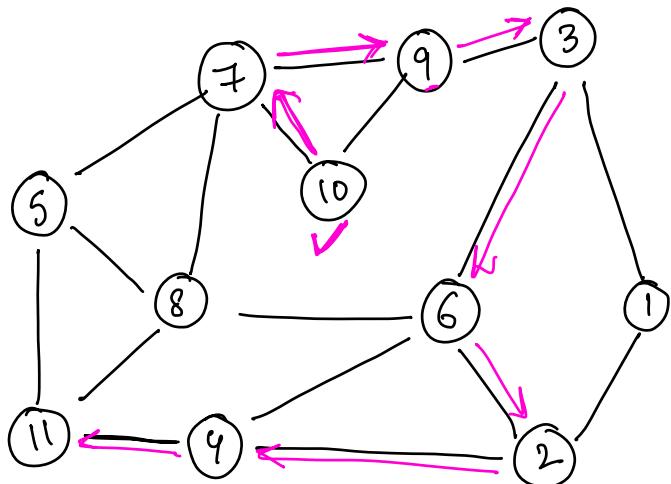


DPS: Depth first search

inorder, pre, post }



$A \mid \beta C$
 $B \mid D E A$
 $D \mid B E$
 $E \mid B D$

```
void dfs(-graph W, int u, visited)
```

visited[u] = true print(u);

```
for (i=0; i<graph[u].size(); i++)
```

int v = graph[u][i];

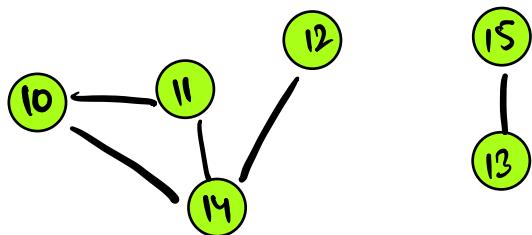
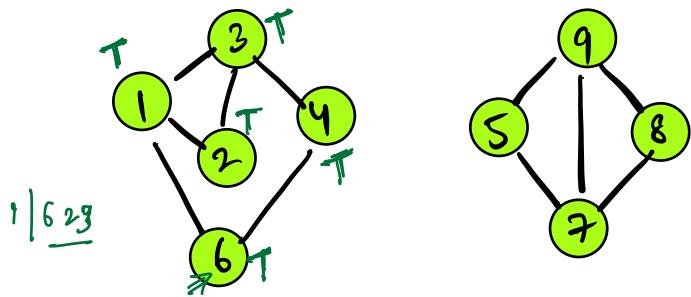
if (!visited[v])

dfs(graph, v, visited);

}

}

$$\frac{T \cdot C^2(n+m)}{S \cdot C^2} = O(n)$$



dfs(u); 1
connected comp
undirected
start from u source
for ($u = 1$; $u \leq n$; $u++$)
{

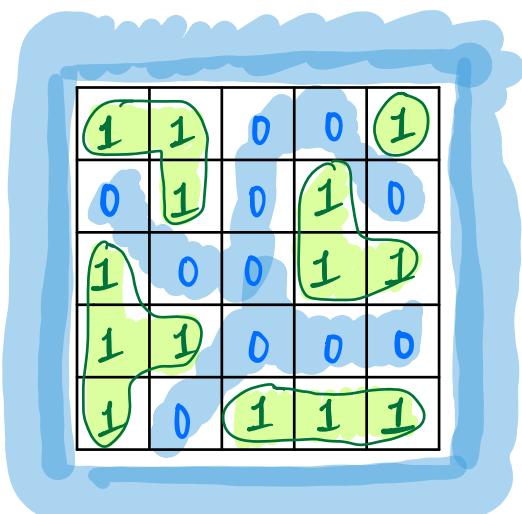
if (!visited(u))
{
 count++;
 dfs(u);
}

}

How many connected components?

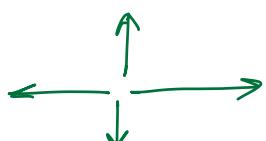
DFS is never used in shortest path

No of Islands



1 → Land
0 → Water

Island ⇒ covered from 4 water

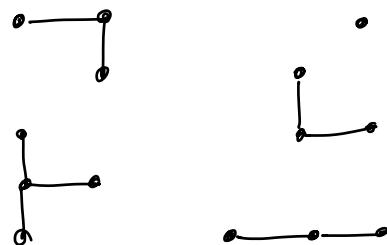
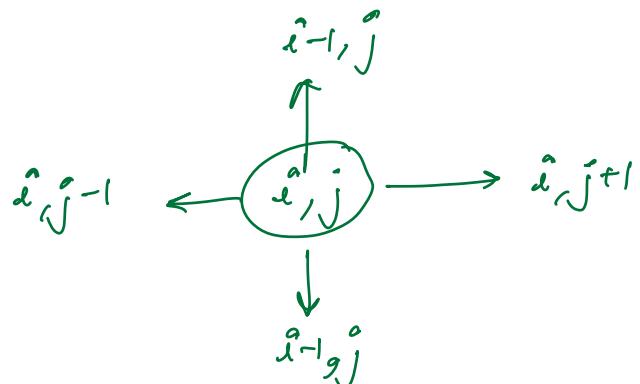


Every cell is kind of a node
of a node of a graph

1	1	0	0	1
0	1	0	1	0
1	0	0	1	1
1	1	0	0	0
1	0	1	1	1

$n \times m$

Every cell is acting
as a node
in the graph



```

for (i=0; i<n; i++)
{
    for (j=0; j<m; j++)
    {
        if (mat[i][j] != 0)
        {
            count++;
            dfs(i, j);
        }
    }
}

```

use ^{same} array ∞ visited

T.C: $n \times m + 4 \times n \times m$
 $\in O(n \times m)$

S.C: $O(\underline{n \times m})$

~~dfs(i-1, j);
dfs(i, j-1);
dfs(i+1, j);
dfs(i-1, j);~~

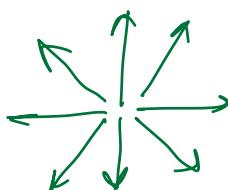
x, y
 $x+dx, y+dy$
 $dx[i] = \{-1, 1, 0, 0\}$
 $dy[i] = \{0, 0, -1, 1\}$
 $dx[8] = \{-1, 1, 0, 0, 1, 1, -1, -1\}$
 $dy[8] = \{0, 0, -1, 1, 1, -1, 1, -1\}$

```

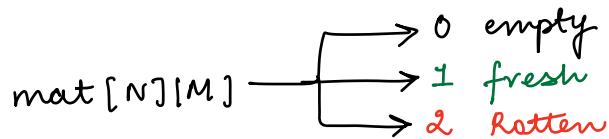
void dfs( int i, int j, mat)
{
    mat[i][j] = 0;
    for( d=0; d<4; d++)
    {
        x = i + dx[d];
        y = j + dy[d];
        if( x >= 0 && y >= 0 && x < n && y < m
            && mat[x][y] == 1)
            dfs(x,y);
    }
}

```

1	1	0	0	1
0	1	0	1	0
1	0	0	1	1
1	1	0	0	0
1	0	1	1	1



Rotten Oranges



Every minute any fresh orange adjacent to a rotten orange becomes rotten, find min time when all oranges become rotten. If not possible return -1.

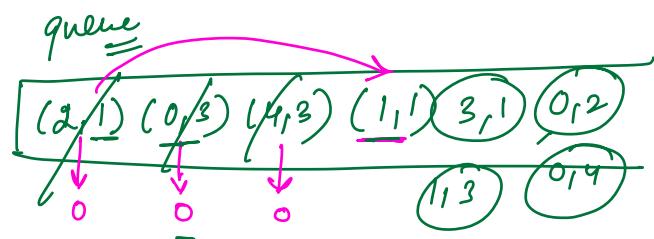
	0	1	2	3	4
0	1 ⁵	0	1 ⁵	0	1 ⁵
1	1 ²	1 ¹	1 ²	1 ³	1 ⁴
2	0	2	0	1 ⁴	0
3	0	1 ¹	1 ²	1 ³	1 ⁴
4	1 ³	1 ²	1 ¹	0	0

Bfs

adjacent $\rightarrow 4 \text{ dir}$

to make visited
 \downarrow
 just not $\underline{\underline{\text{il}}}$
 $\underline{\underline{\text{mat[i][j]=2}}}$

	0	1	2	3	4
0	1	0	1 ²	2	1 ²
1	1	1 ²	1	1 ²	1
2	0	2	0	1	0
3	0	1 ²	1	1 ²	1
4	1	1	1 ²	2	0



Multisource BFS

	0	1	2	3	4
0	1 ³	0	1 ¹ 2 ⁻	1 ¹	1 ¹
1	1 ²	1 ¹	1 ² 1 ¹	1 ¹	1 ²
2	0	2	0	1	0
3	0	1 ¹	1 ²	1 ¹ 1 ²	1 ²
4	1 ²	1 ²	1 ¹ 2	1 ²	0

$a_{ii} = \max$ of distance matrix

T.C.: $O(n*m)$

S.C.: $O(n*m)$



$$dist[i][j] = dist[i][j] + 1$$

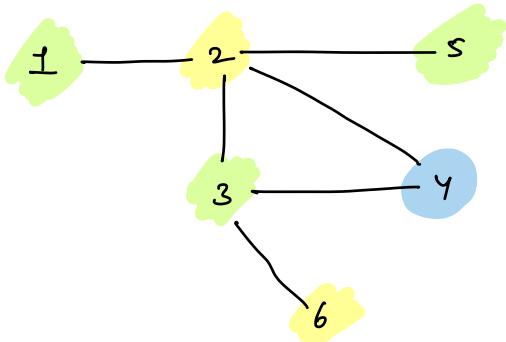
Traverse the matrix entirely
+ put every source in the
queue
just perform BFS

- ① Insert every source in queue
- ② perform BFS
- ③ find max line!

#

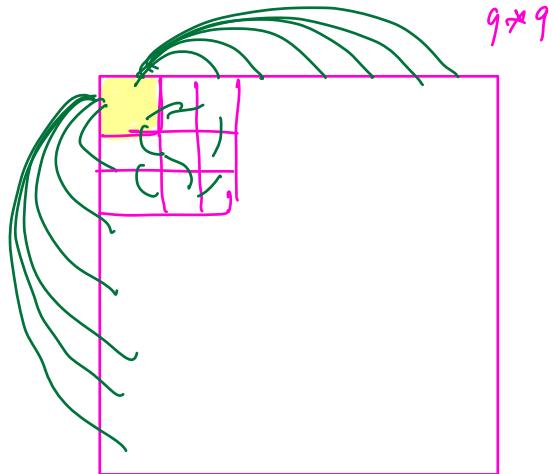
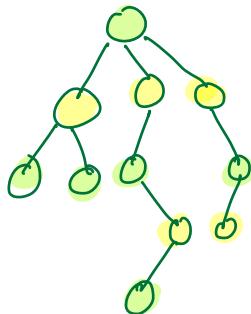
Graph coloring

color every node of graph s.t. no 2 adjacent nodes have same color

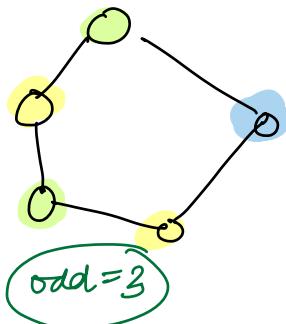
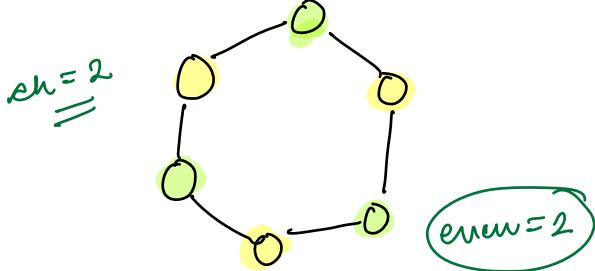


minimum no of colors = chromatic no

Tree
chromatic no

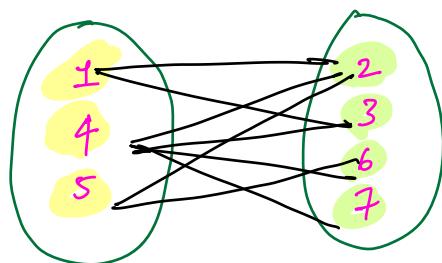
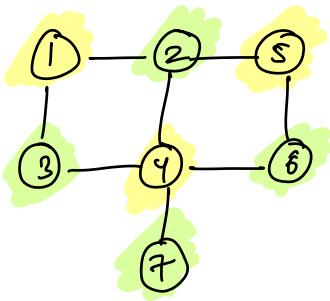


- cycle graph



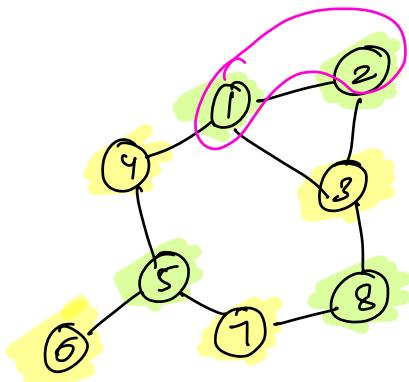
Bipartite graph :-

if all nodes can be divided into 2 sets s.t. no 2 nodes in the same set which are adjacent.



graph, $C^N = 2$ \Rightarrow Bipartite graph

Trees - Bipartite



color[i] = -1

color ↗
0 ↘
1

bool dfs(int source)

{
for(all neighbors of source)
{
if(color[neigh] == -1)

color[neigh] = 1 ^ color[source]

if(dfs(neigh)) return false;

if(color[neigh] == color[source])

return false.

y

} return true;

}

#

Given a tree with N nodes.

Find the max number of edges which can be added to the tree such that it remains bipartite.

