

* Use Case Diagram

Model → Add dig → Use Case dig
 Actor: click → click on page

* Class Diagram

Model → Add dig → Class dig
 Class: click → click on pg to paste

* Sequence Diagram

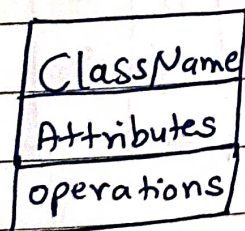
Model → Add dig → Sequence dig Name: ✓
 Model (Right) → Right Click → Add → Actor

1) Use Case Diagram

Use case dig is a collection of use cases and actors and relationships among them.

2) Class dig.

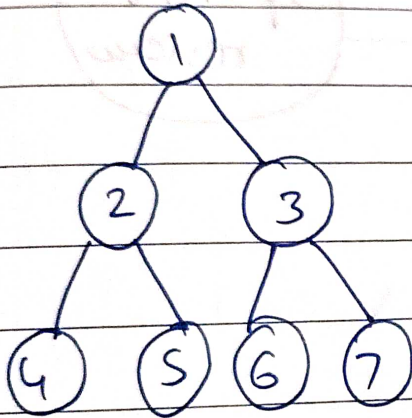
It describes the objects that have common set of attributes, operations and relationship.



3) Sequence dig

Sequence of instructions is maintained.

* BFS



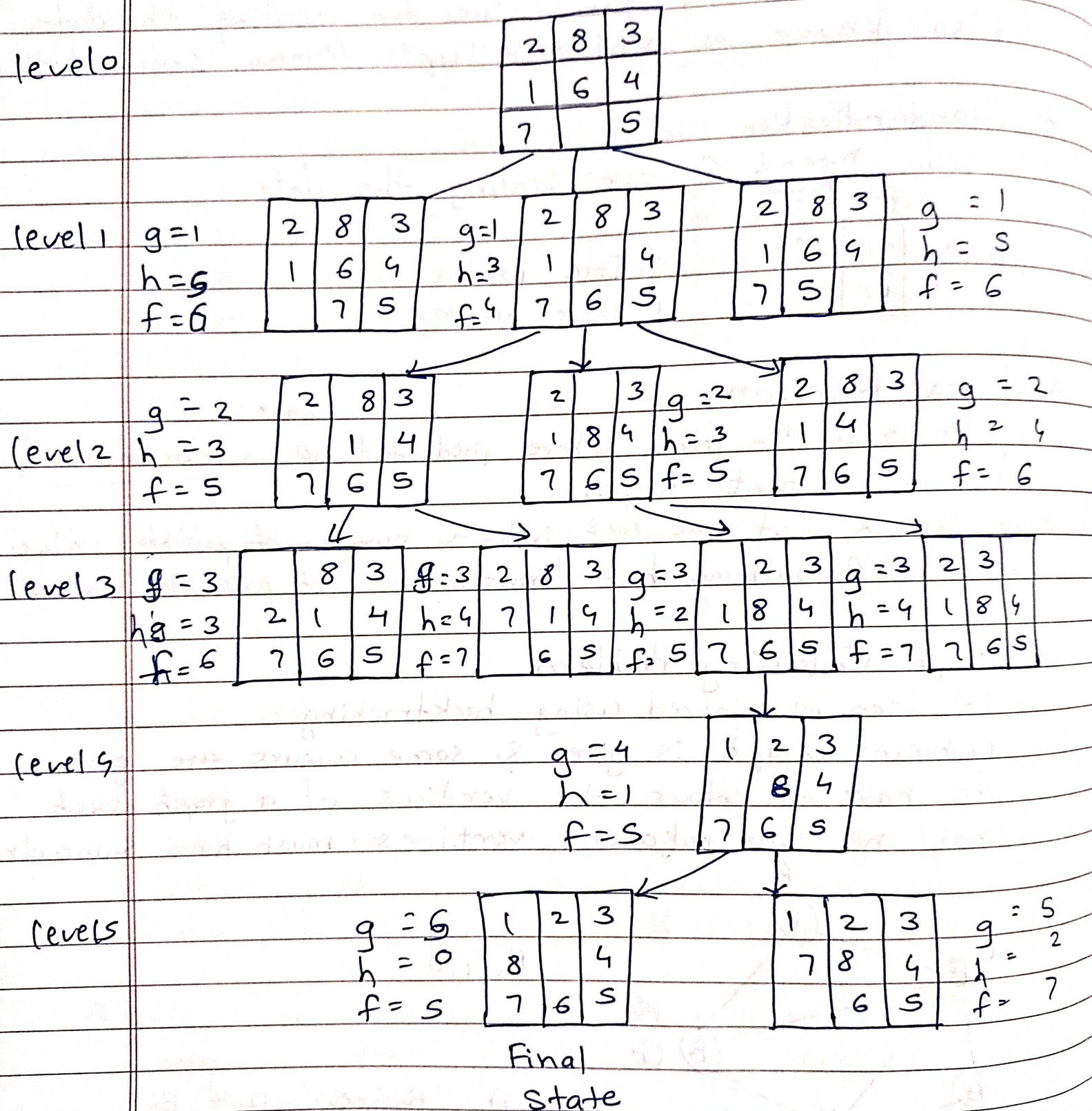
* DFS: 1, 2, 4, 5, 3, 6, 7

BFS: level wise order

DFS: pre order

1, 2, 3, 4, 5, 6, 7

h - no. of misplaced
 g - no. of nodes traversed (depth of node)



Selection Sort

Find the minimum element in unsorted array and swap it with element at beginning.

array: 12, 45, 23, 51, 19, 8

Pick up mini
element &
swap

8, 45, 23, 51, 19, 12

8, 12, 23, 51, 19, 45

8, 12, 19, 51, 23, 45

8, 12, 19, 23, 51, 45

8, 12, 19, 23, 45, 51

Sorted
array

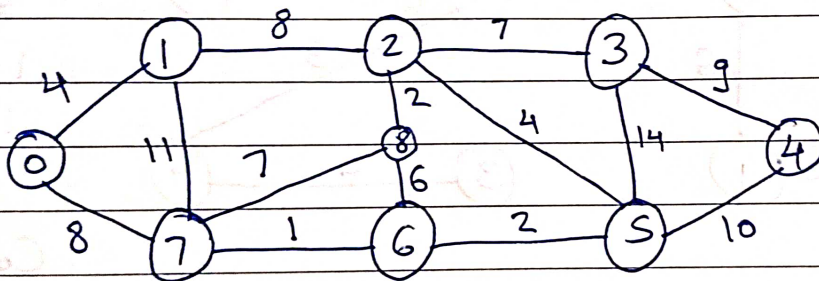
Unsorted
array

* **Spanning Tree:** Sub graph of a graph. $G \equiv (V, E)$
All vertices, & $(n-1)$ edges ... n - no. of vertices

* **Weighted Graph:** A graph in which edges have weights

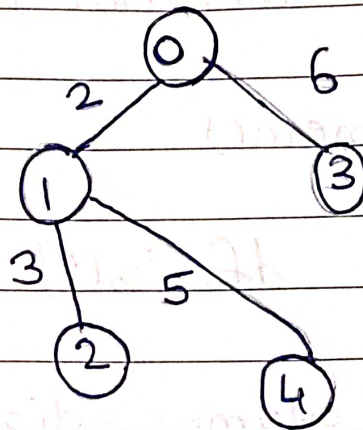
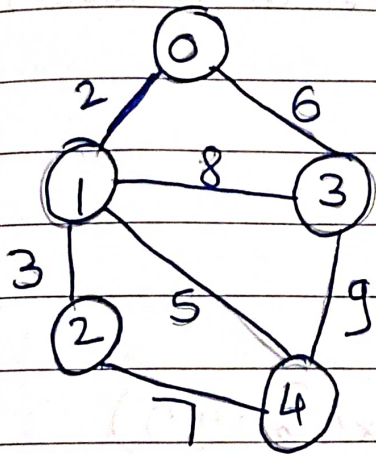
1) Dijkstra's Algorithm

Gives the shortest path from the fixed node ^{to every} other node



2) Prim's Algorithm :

Select a minimum cost (weight) edge for the rest of edges, always select a minimum edge graph but it should be connected.

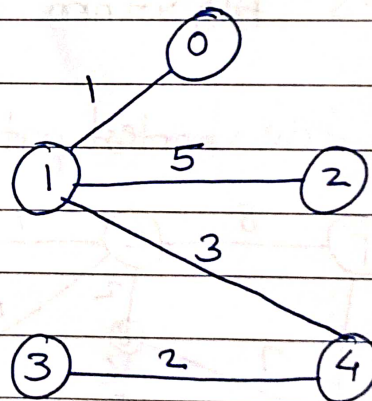
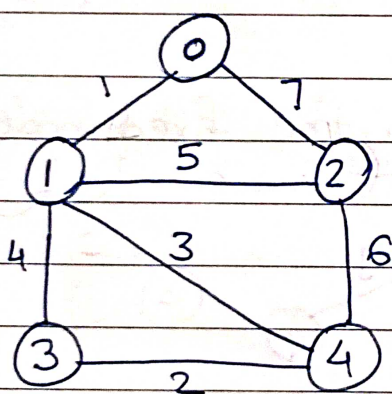


Edge	wt
0-1	2
1-2	3
0-3	6
1-4	5

* Experiment 11

3) Kruskal's Algorithms

Select smallest edge, & always select a min cost/smallest edge but if it is forming a cycle don't include (it in solution discard) that edge



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

Cost = 11

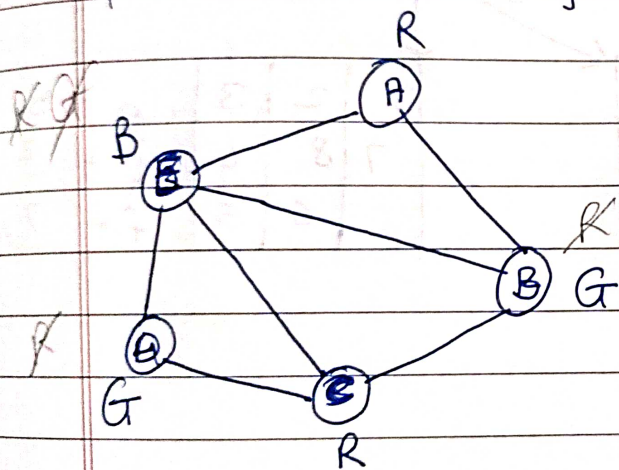
	0	1	2
0	0	1	10
1	0	2	6
2	0	3	5
3	1	3	15
4	2	3	4

* Graph Colouring Problem.

This can be solved using backtracking

Problem: Graph is given & some colours are given.

We have to colour the vertices of a graph such that no two adjacent vertices must have same clr.



R, G, B

A	B	C	D	E
↓	↓	↓	↓	↓
R	G	R	G	B