

## Laboratory practice No. 5: Graph Implementation

**Ana Sofia Gutiérrez Tejada**  
Universidad Eafit  
Medellín, Colombia  
asgutier@eafit.edu.co

**Santiago Hidalgo Ocampo**  
Universidad Eafit  
Medellín, Colombia  
shidalgoo1@eafit.edu.co

### 3) Practice for final project defense presentation

**3.1** To understand the structure of data, it must be understood that a Vertex object stores the attributes of a given vertex (id, name, x coordinate and y coordinate). On the other hand, an arc-like object has the following attributes: starting vertex, arrival vertex, distance and name. The graph is represented by a matrix, but to make it more optimal we use a HashMap where the key was the Id of a vertex and the value a vertex. After this procedure we add arcs to the determined positions. For practical purposes the code represents the map of the example presented.

**3.2** Representing the Medellin map of numeral one with adjacency matrices would consume a memory of  $O(n^2)$ , where  $n$  is the number of vertices.

**3.3** We use HasMap to represent the vertices, we take the Id of the vertex as the key. In addition to this problem, data is accessed in an efficient manner

**3.4 Exercise 2.1:** The basis of the algorithm is the DFS (Depth first search) path. In addition to traveling the graph, there is a vector with values that represent the two colors (0 or 1). In the end, if the final vector has two equal adjacent values, then it is not bicorable.

**3.5 Exercise 2.1:** The complexity is  $O(n^2)$

**3.6**  $n$  is the number of vertices

### 4) Practice for midterms

#### 4.1

**Note:** The blanks represent zero

**ESTRUCTURA DE DATOS 1**  
**Código ST0245**

	0	1	2	3	4	5	6	7
0				1	1			
1	1		1			1		
2		1			1		1	
3								1
4			1					
5								
6			1					
7								

#### 4.2

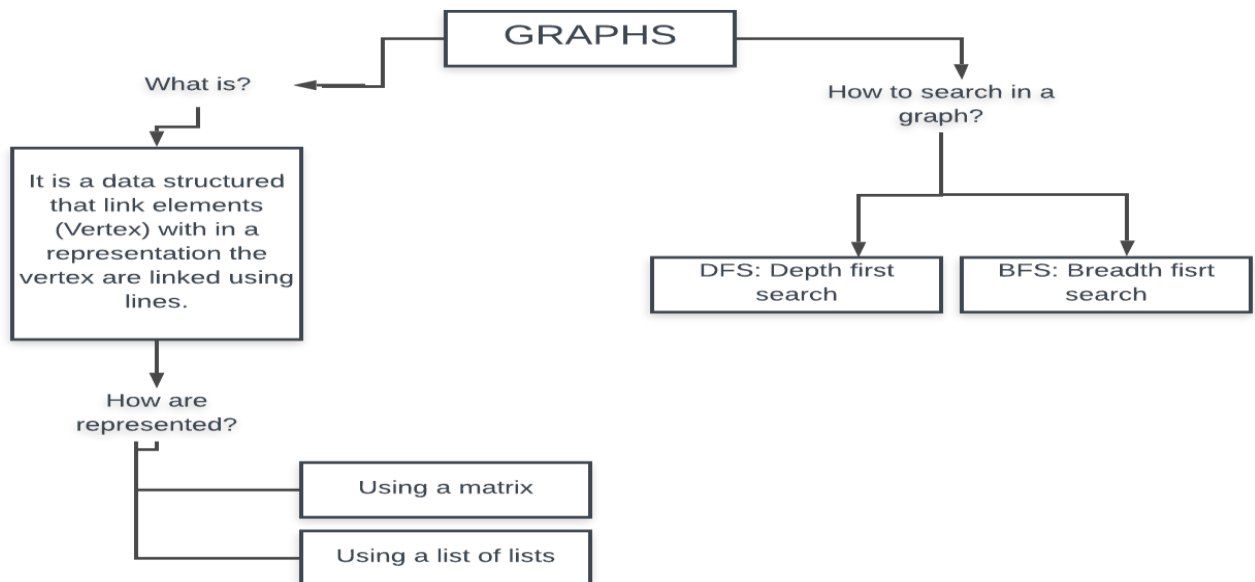
0 -> [ 3, 4]  
 1 -> [0, 2, 5]  
 2 -> [1, 4, 6]  
 3 -> [7]  
 4 -> [2]  
 5 -> []  
 6 -> [2]  
 7 -> []

#### 4.3 Option b)

##### 4.4.1 Option ii)

##### 4.4.2 Option i)

#### 5) Recommended reading



**PhD. Mauricio Toro Bermúdez**

Professor | School of Engineering | Informatics and Systems

Email: mtorobe@eafit.edu.co | Office: Building 19 – 627

Phone: (+57) (4) 261 95 00 Ext. 9473