```
using namespace std;
 1
 2
   #include <cstdio>
 3
   #include <iostream>
   #include <stack>
 4
   #include <vector>
 5
   main(){
 6
 7
        typedef pair<int,int> ii;
 8
        //typedef pair<int,ii> iii;
 9
        typedef vector<ii> vii;
10
        //typedef vector<iii> viii;
11
12
        int n_e,n_v;
13
        int s,u;
        scanf("%d",&n_v);
14
15
        vector<vii> node(n_v);
16
        int Discv[n_v], weight;
17
        int connode;
18
19
        for(int i=0;i<n_v;i++){</pre>
20
                 scanf("%d",&n_e);
21
                 Discv[i] = 0;
22
23
              for(int j=0;j<n_e;j++){</pre>
                 scanf("%d",&connode);
24
                 scanf("%d",&weight);
25
26
                 node[i].push_back(ii(connode, weight));
27
                 node[connode].push_back(ii(i,weight));
28
29
        }
30
31
        s=5;
32
        stack<int> stackOnode;
33
        stackOnode.push(s);
34
        while(!stackOnode.empty()){
35
             int u = stackOnode.top();
36
             stackOnode.pop();
37
             if(Discv[u] == 0){
                 Discv[u] = 1;
38
                 printf("%d",u);
39
                 for(int i=0;i<node[u].size();i++){</pre>
40
41
                    stackOnode.push(node[u][i].first);
42
             }
43
44
45
46
47
48
49
50
        //for(int i=0;i< n_v;i++){
51
                 stackOnode.push(s);
52
                 //stackOnode.pop();
53
                 if(Discv[s] == 0){
54
                 Discv[s] = 1;
55
56
                 int Bin_node = stackOnode.top();
57
                 stackOnode.pop();
58
                     while(!stackOnode.empty()){
59
60
                          if(Discv[Bin_node] == 0){
61
                              Discv[s] = 1;
62
                              for(int i=0;i<node[s].size();i++){}
63
                            //
                                    stackOnode.push(node[s][i]);
64
                          }
65
66
```

```
67
           }}*/
 68
 69
 70
 71
 72
 73
 74
 75
 76
77
78
       }
 79
      /*
 80 9
 81
      1 1 0
 82 3 0 0 2 0 3 0
 85
     1 3 0
 86
      0
 86 0

87 2 7 0

88 1 6 0

89 1 6 0

90 91 8

92 2 1 0

93 2 2 0

94 2 3 0

95 1 4 0
      2 7 0 8 0
      2 1 0 2 0
2 2 0 3 0
2 3 0 5 0
 96
      0
 97
      0
 98
      0
 99 1 6 0
100 */
```