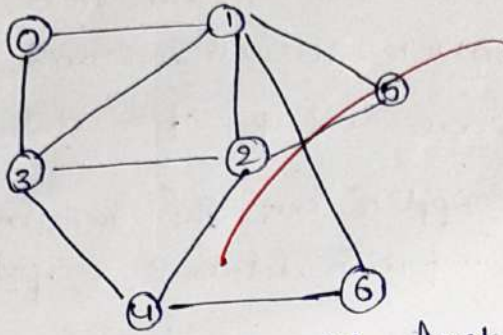


# LAB-06

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## Pre-Lab:-

1. List down the list of traversal vertices starting from '0' by BFS and DFS methods what data structure's are used in BFS and DFS for traversal?



BFS: BFS stands for Breadth First Search. It is also known as level order traversal. The Queue data structure is used for BFS. When we use BFS algorithm for traversal in a graph we can consider any node as a root node. For the given graph the traversing starts from 0. Once 0 is visited, mark it as visited node.

① 

0						
---	--	--	--	--	--	--

② 

0						
---	--	--	--	--	--	--

 visited.

1						
---	--	--	--	--	--	--

 Queue.

③ 

0	1					
---	---	--	--	--	--	--

 visited.

3	2	5	6	1		
---	---	---	---	---	--	--

 Queue.

0	1	3				
---	---	---	--	--	--	--

 visited.

2	5	6				
---	---	---	--	--	--	--

 Queue.

⑤ 

0	1	3			
---	---	---	--	--	--

 visited.

2	5	6	4		
---	---	---	---	--	--

 Queue

⑥ 

0	1	3	2		
---	---	---	---	--	--

 visited.

5	6	4			
---	---	---	--	--	--

 Queue.

⑦ 

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

 visited.

6	4				
---	---	--	--	--	--

 Queue.

⑧ 

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

 visited.

4						
---	--	--	--	--	--	--

 Queue.

⑨ 

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

 visited.

--	--	--	--	--	--	--

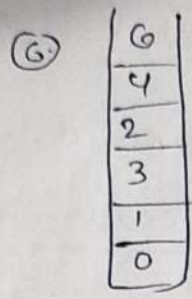
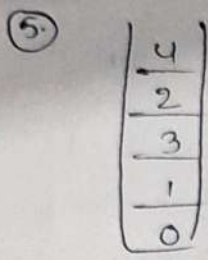
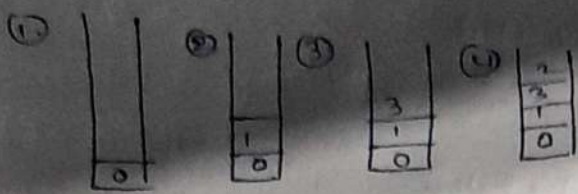
 Queue is empty.

BFS of a give graph

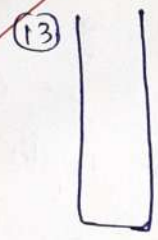
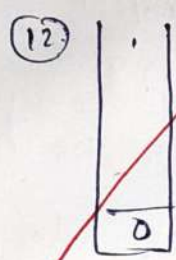
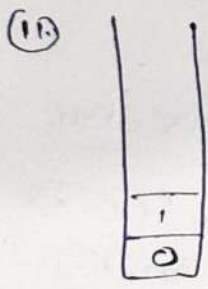
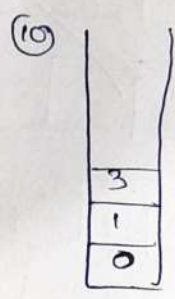
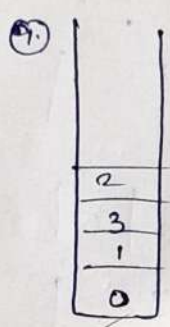
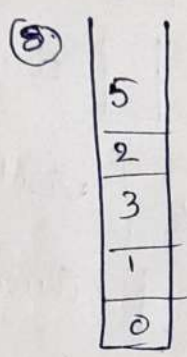
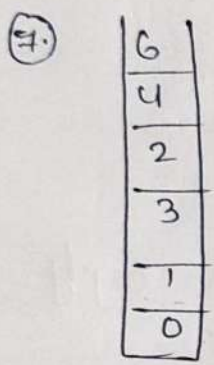
0-1-3-2-5-6-4.

DFS:- DFS stands for Depth First search. It is also known as traversal. In the stack data structure is used, which works on the LIFO principle in DFS. In DFS traversing can be started from any node can be considered as a root node until the root node is not mentioned in the problem. Here the given root node is '0'.

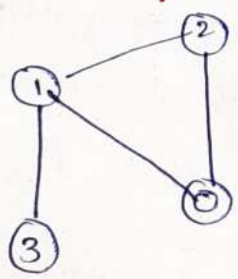




back tracking top most element is Popped out from the stack.



stack is empty.



$3/p :- n=4,$   
 connections =  $[(0,1), (1,2), (2,0), (1,3)]$   
 $o/p :- [(1,3)]$

class solution {

Public Static void main (String[] args) {

Vector <vector<int>> CriticalConnections (int n, Vector <vector<int>> k connections)

{

int = 1;

Vector <vector<int>> res;

vector <int> time(n), low(n);

unordered\_map (int, vector<int>> g;

for (auto conn : connections) {

g[conn[0]].push\_back(conn[1]);

g[conn[1]].push\_back(conn[0]);

}

helper(g, 0-1, int, time, low, res);

return res;

}

void helpers (unordered\_map<int, vector<int>> g, int cur, int pre, int cnt, vector<int> &time, vector<int> &low

vector<vector<int>> &res) {

time[cur] = low[cur] = cur++;

for (int next : g[cur]) {

if (time[next] == 0) {

helper(g, next, cur, cnt, time, low, res)

low[curr] = min(low[curr], time[next]);

}

if (low[next] > time[cur]) {

res.push\_back({cur, next});

}

}

}

}

## In-lab:-

① Write a java program to implement BFS method.

```
import java.util. ArrayDeque;
```

```
import java.util. Queue;
```

```
class Node {
```

```
    int x, y, dist;
```

```
    Node (int x, int y, int dist) {
```

```
        this.x = x;
```

```
        this.y = y;
```

```
        this.dist = dist;
```

```
    }
```

```
class Main {
```

```
    Private static final int[] row = {-1, 0, 0, 1};
```

```
    Private static final int[] col = {0, 1, 1, 0};
```

```
    Private static boolean is safe (int[][]  
        field, boolean visited[][], int x,
```

```
        int y)
```

```
    {  
        return (field[x][y] == 1 && !visited  
            [x][y]);
```

```
    }
```

```
    Private static boolean is valid (int x, int y,  
        int m, int n) {
```

```
        return (x < m && y < n && x >= 0 &&  
            y >= 0);
```

```
    }
```

```
    Private static int BFS (int[][] field)
```

```
    {  
        int m = field.length;
```

```
        int n = field[0].length;
```

```
        boolean[][] visited = new ArrayDeque<>();
```



```
for (int x=0; x<m; x++) {
```

```
if (field[x][0] == 1) {
```

```
q.add(new Node(1,0,0));
```

```
visited[x][0] = true;
```

```
}  
}
```

```
while (!q.isEmpty()) {
```

```
int i = q.peek().x;
```

```
int j = q.peek().y;
```

```
int dist = q.peek().dist;
```

```
q.poll();
```

```
int (j == N-1) {
```

```
return dist;
```

```
for (int k=0; k<row length; k++) {
```

```
if (is valid (i+row[k], j+col[k], m, N) &&
```

```
is safe (field, visited, i+row[k], j+col[k]))
```

```
visited[i+row[k]][j+col[k]] = true;
```

```
q.add(new Node(i+row[k], j+col[k], dist+1));
```

```
}  
}
```

```
return Integer.MAX_VALUE;
```

```
}
```

```
public static int findShortestDistance(int[][]
```

```
mat) {  
if (mat == null || mat.length == 0) {
```

```
return 0;
```

```
}
```

```
int m = mat.length;
```

```
int N = mat[0].length;
```

```
int[] r = {-1, -1, -1, 0, 0, 1, 1, 1};
```

```
int[] c = {0, -1, 0, 1, -1, 1, -1, 0};
```

```
for (int i=0; i<m; i++) {
```

```
for (int j=0; j<N; j++) {
```

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```

for(int k=0; k<v.length; k++) {
    if (mat[i][j] == 0 && is valid (i+v[k], j+c[k],
        m, n) && mat[i+v[k]][j+c[k]] == 1) {
        mat[i+v[k]][j+c[k]] = Integer.MAX_VALUE;
    }
}
}
}

```

```

for(int i=0; i<m; i++) {
    for(int j=0; j<n; j++) {
        if (mat[i][j] == Integer.MAX_VALUE) {
            mat[i][j] = 0;
        }
    }
}

```

```

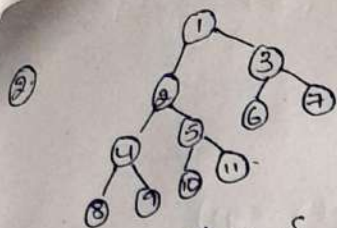
return BFS(mat);
}

```

```

public static void main (String[] args)
{
    int[][] field = {
        {0, 1, 1, 1, 0, 1, 1, 1, 1, 1},
        {1, 1, 1, 1, 1, 1, 1, 1, 1, 1},
        {1, 1, 1, 1, 1, 1, 0, 1, 1, 1},
        {1, 1, 1, 1, 0, 1, 1, 1, 1, 1}
    };
    int dist = findShortestDistance(field);
    if (dist != Integer.MAX_VALUE) {
        System.out.println(dist);
    }
    else {
        System.out.println("No route is safe to reach destination.");
    }
}
}
}

```



class solution {

TreeNode xNode = null;

int leftSize, rightSize;

public boolean btreeGameWinning(TreeNode root, int n, int x) {

dfs(root, x);

return Math.max(n-leftSize-rightSize-1,

Math.max(leftSize, rightSize)) > n/2;

}

private int dfs(TreeNode root, int x) {

if (root == null) {

return 0;

}

int left = dfs(root.left, x);

int right = dfs(root.right, x);

if (root.val == x) {

leftSize = left;

rightSize = right;

}

return left + right + 1;

}

}