Algorithms Homework 4

5. (a) Time to compute the out degree is |Vertecies| + |Edges|
In degree would be the same amount of time. Still have
to go over every vertex and edge

(b)

6. (a)

	d	π
u	0	Null
t	1	u
x	1	u
y	1	u
w	2	t
s	3	w
r	4	s
v	5	r

(b) The algorithm never checks if a vertex is black so there's
no reason to set them to black. This allows a single
bit to store coloring info: 0 for white, 1 for gray