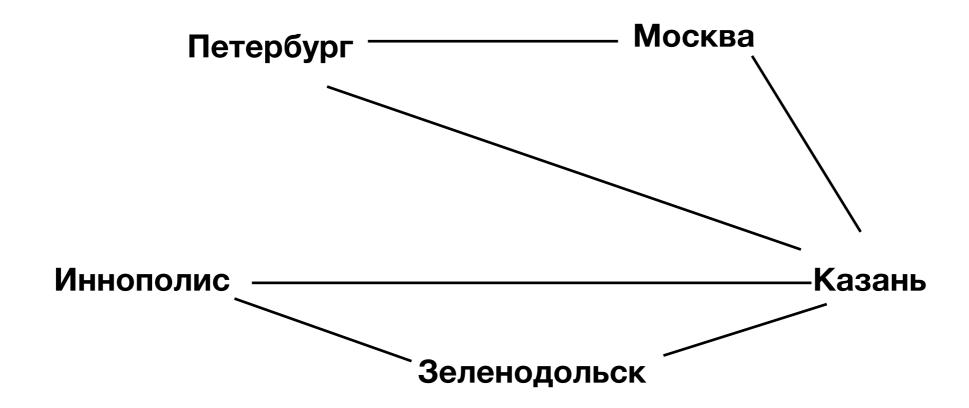
Графы

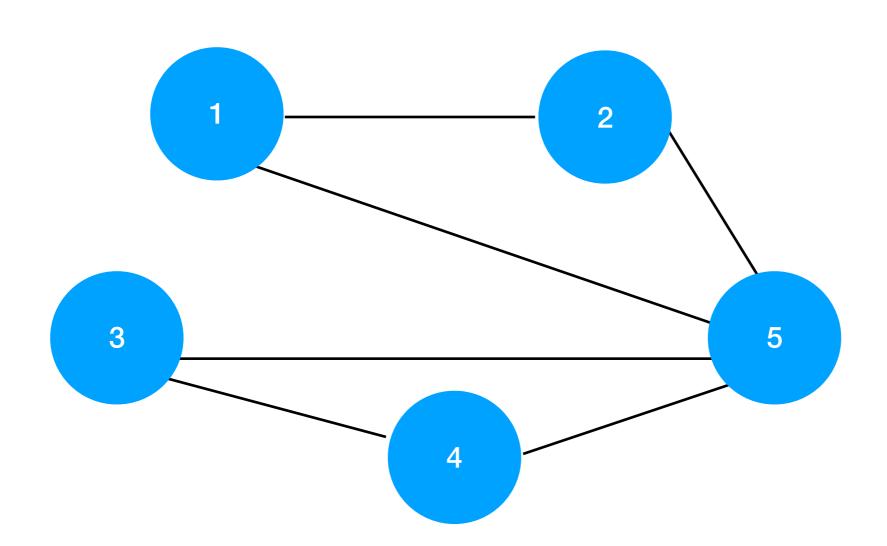
Disclamer

- 1) Если вы ученик, то, возможно, многое будет непонятно. Но все хорошо: осознание придет со временем. Почитайте еще и попрактикуйтесь. Теория без практики - абсолютно бесполезна.
- 2) В материалах могут содержаться неточности, так как они предназначены для объяснения концептов ученикам практически "на пальцах".

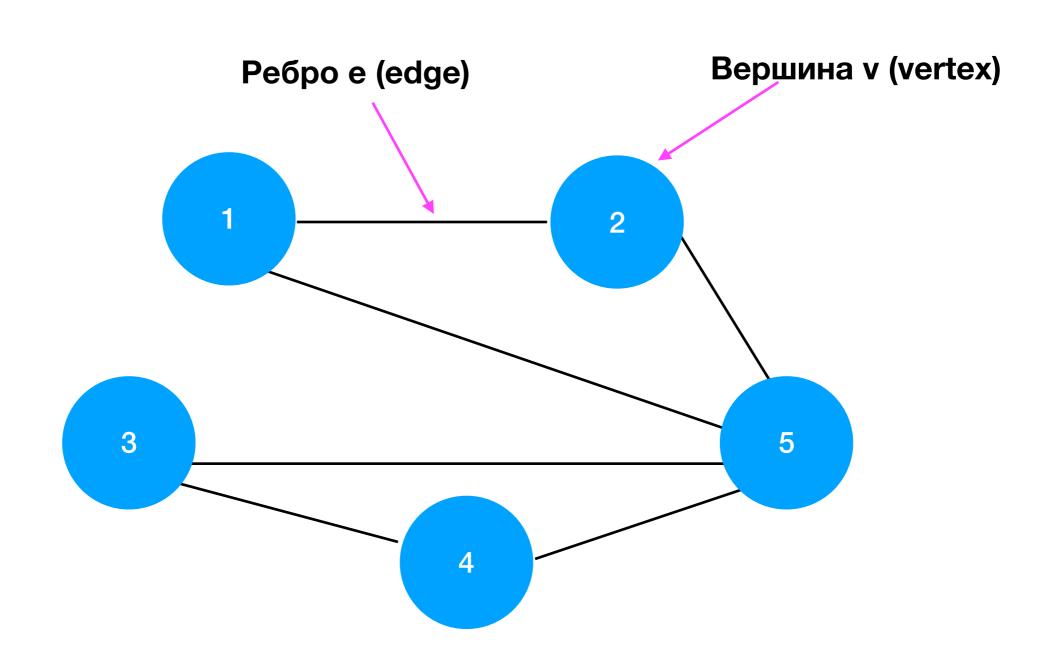
Пример



Теория

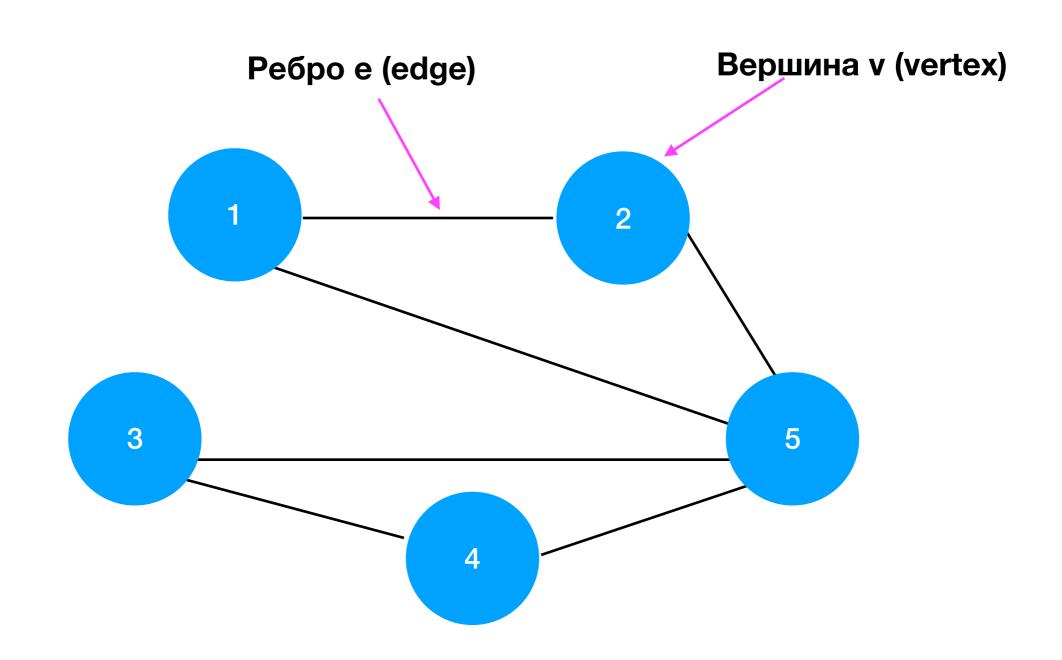


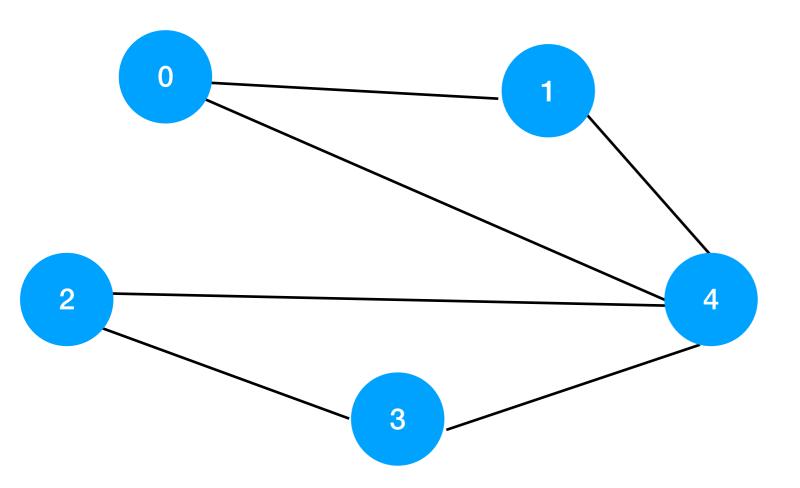
Неориентированный граф

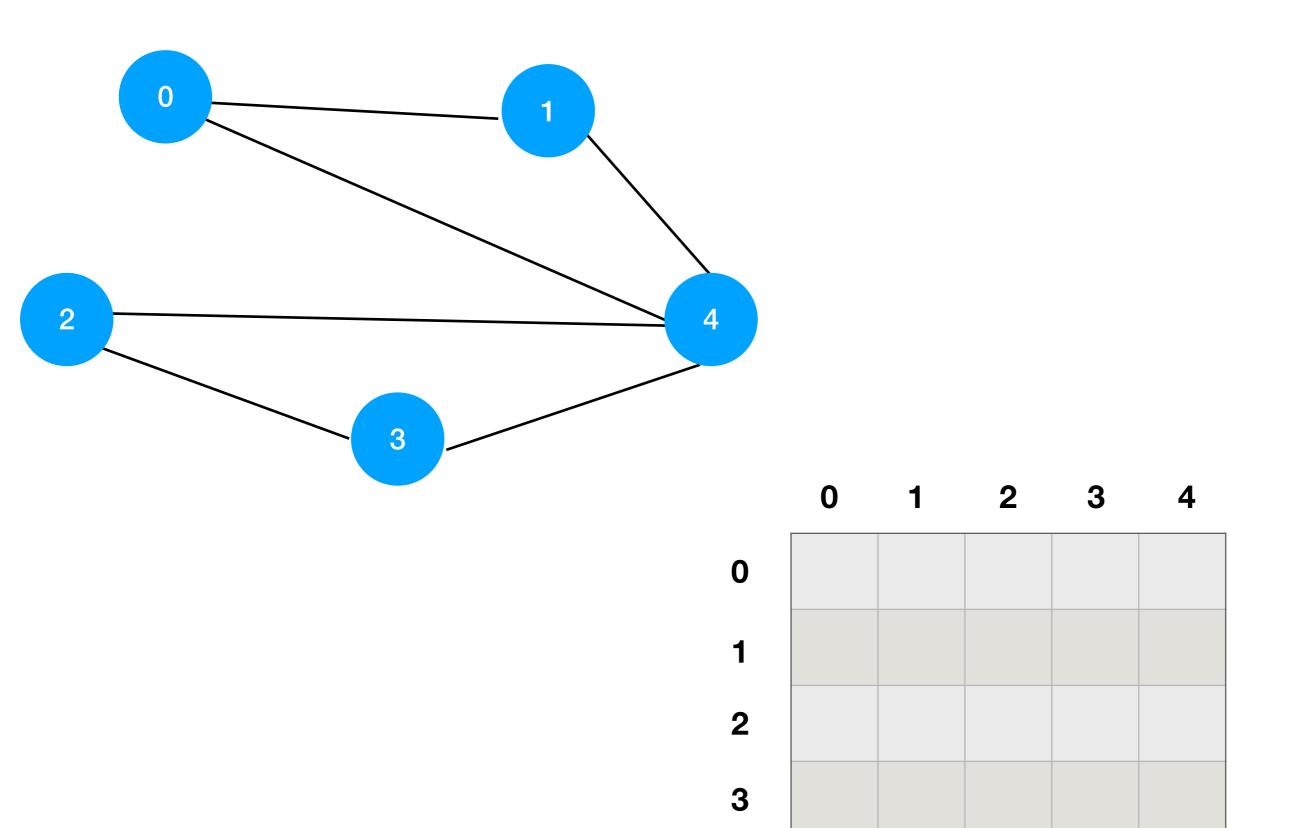


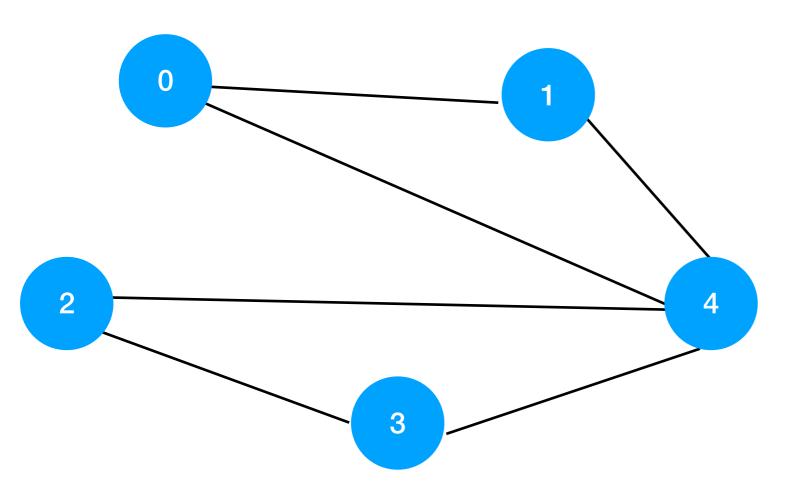
V - множество вершин

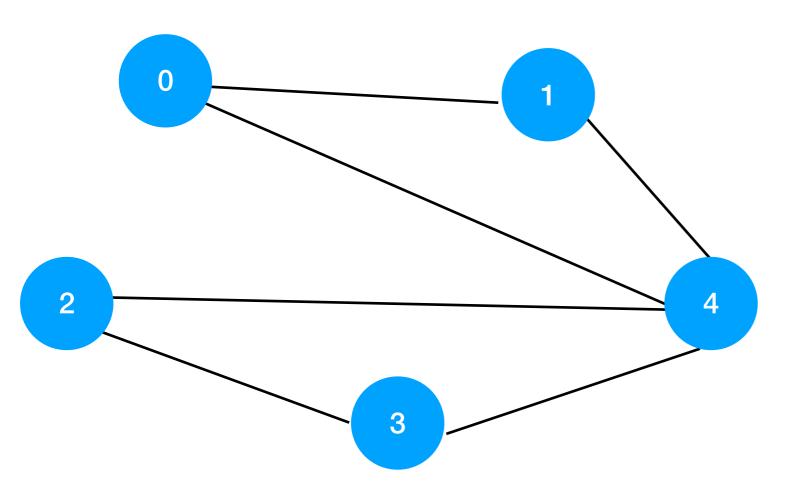
Е - множество ребер

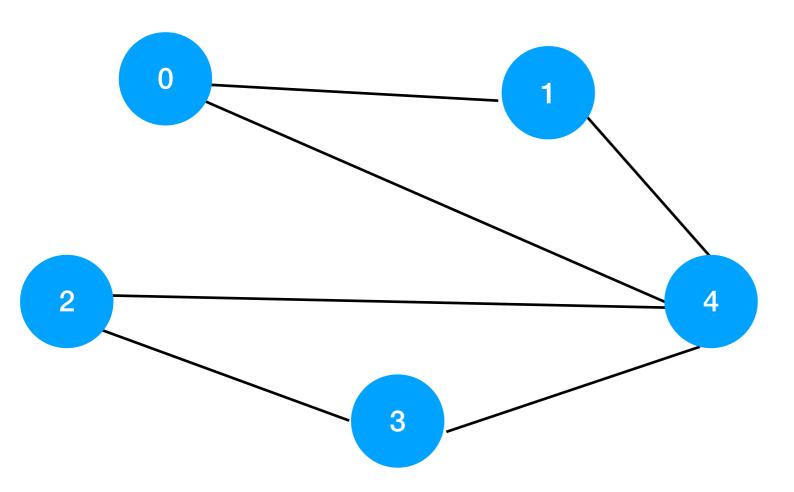




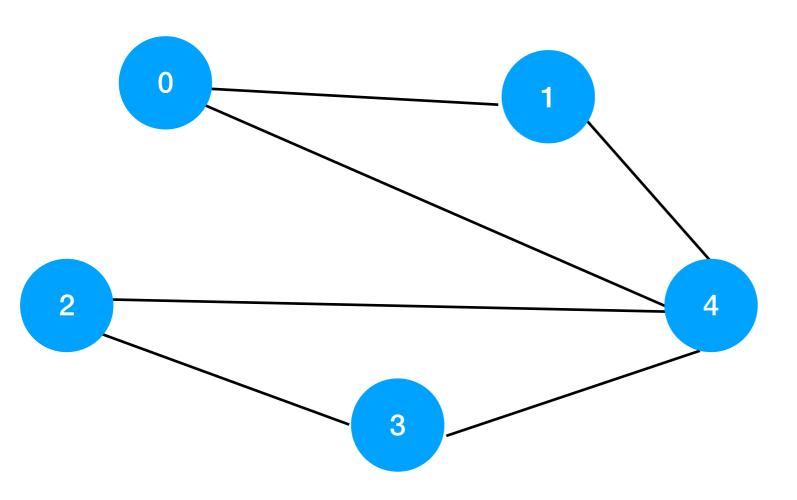




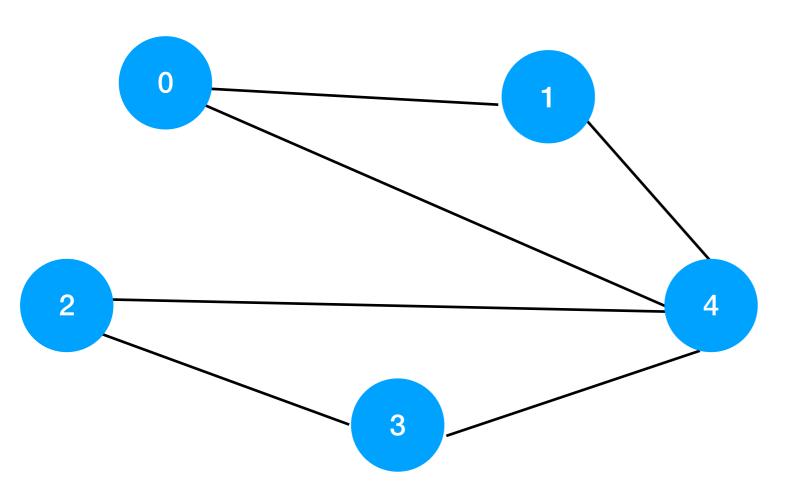




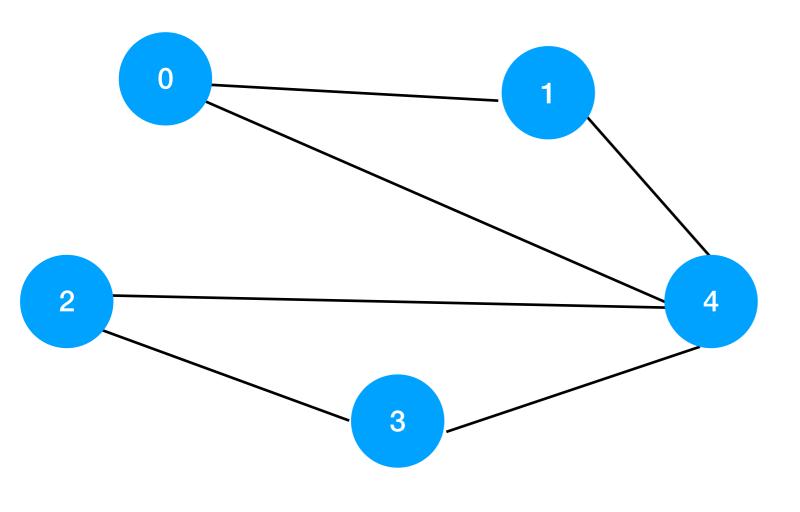
| | 1 | | 1 |
|---|---|---|---|
| 1 | | | 1 |
| | | 1 | 1 |
| | | | |
| | | | |



| | 1 | | | 1 |
|---|---|---|---|---|
| 1 | | | | 1 |
| | | | 1 | 1 |
| | | 1 | | 1 |
| | | | | |

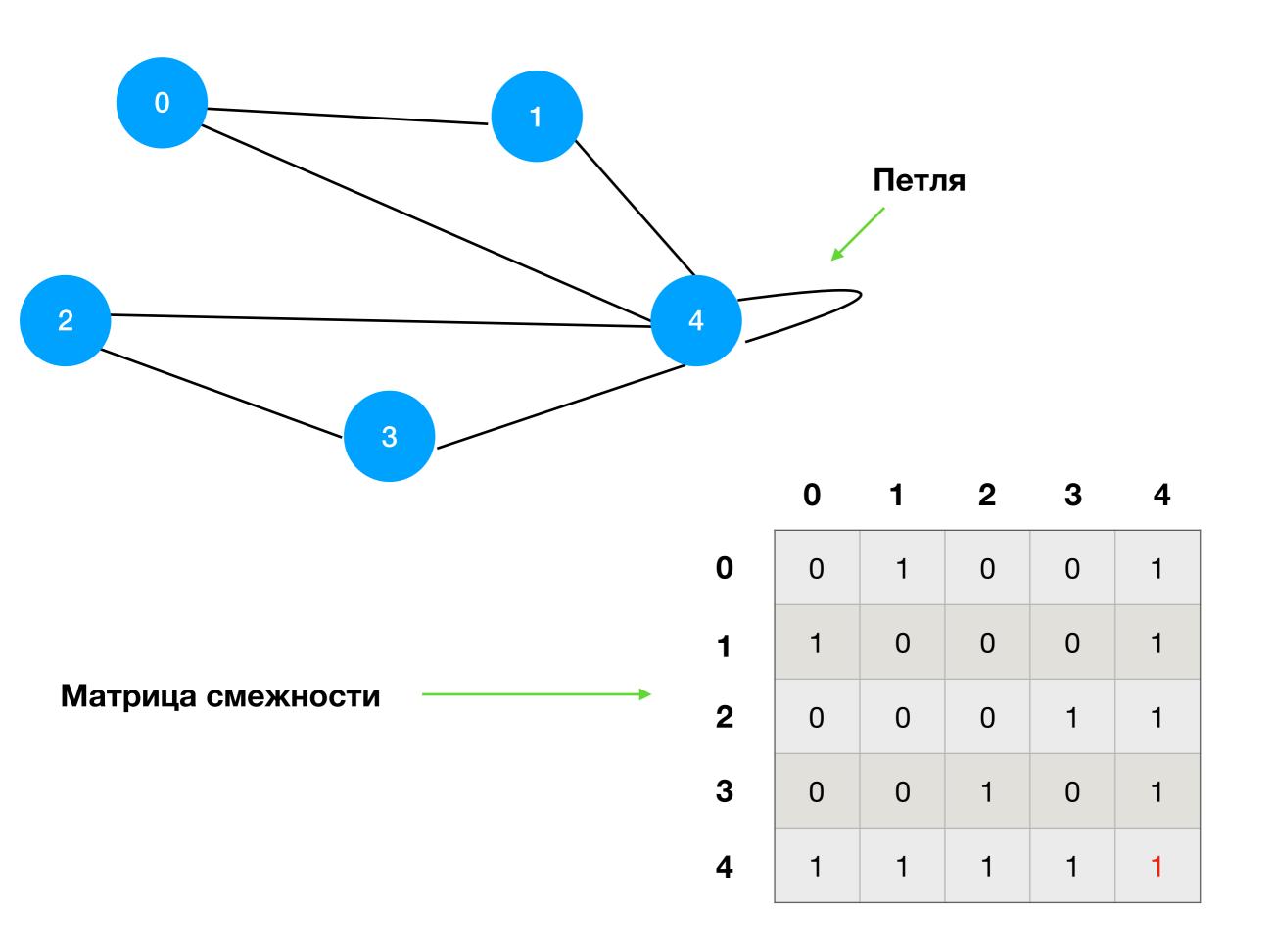


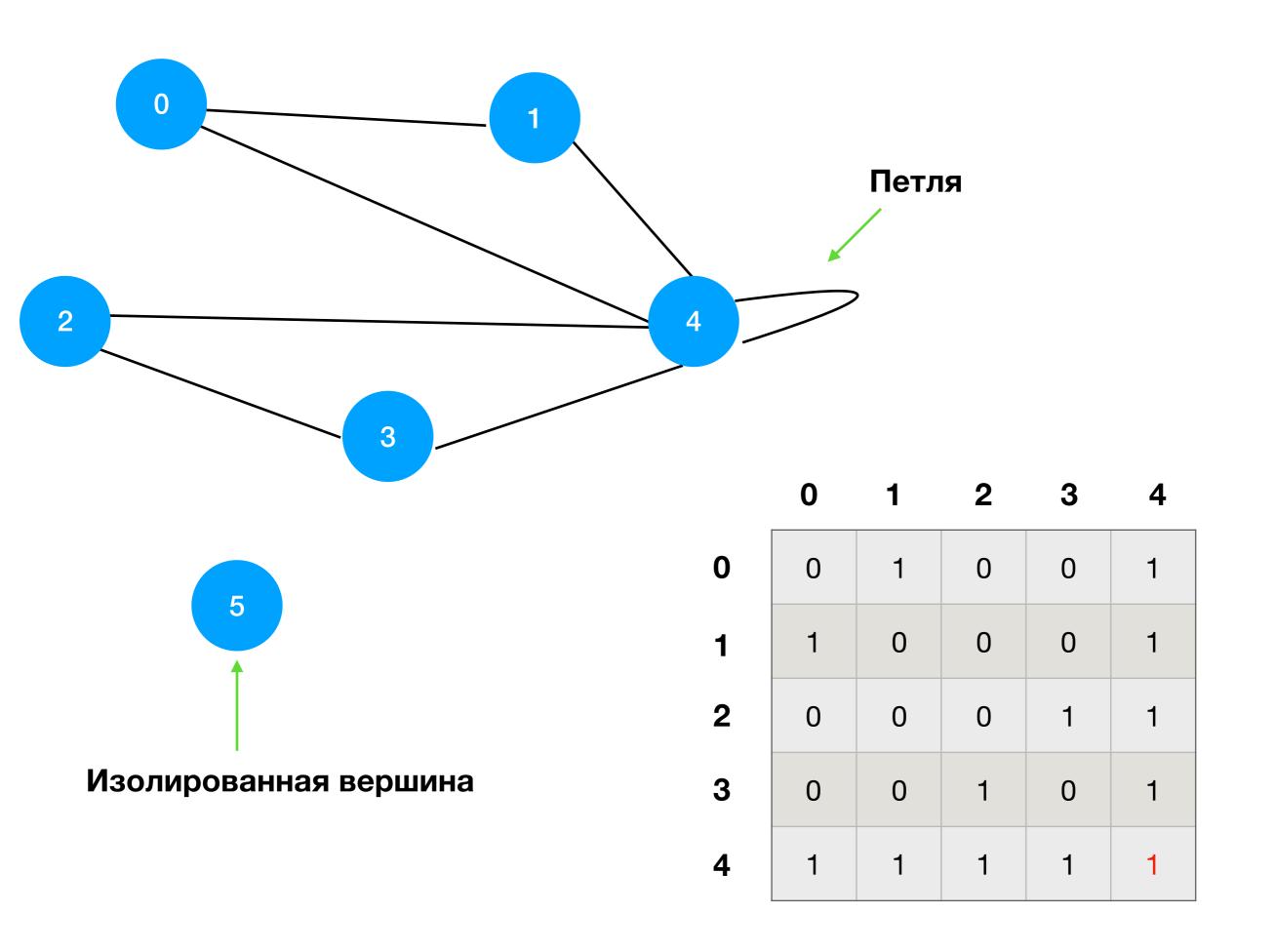
| 0 | | 1 | | | 1 |
|---|---|---|---|---|---|
| 1 | 1 | | | | 1 |
| 2 | | | | 1 | 1 |
| 3 | | | 1 | | 1 |
| 4 | 1 | 1 | 1 | 1 | |

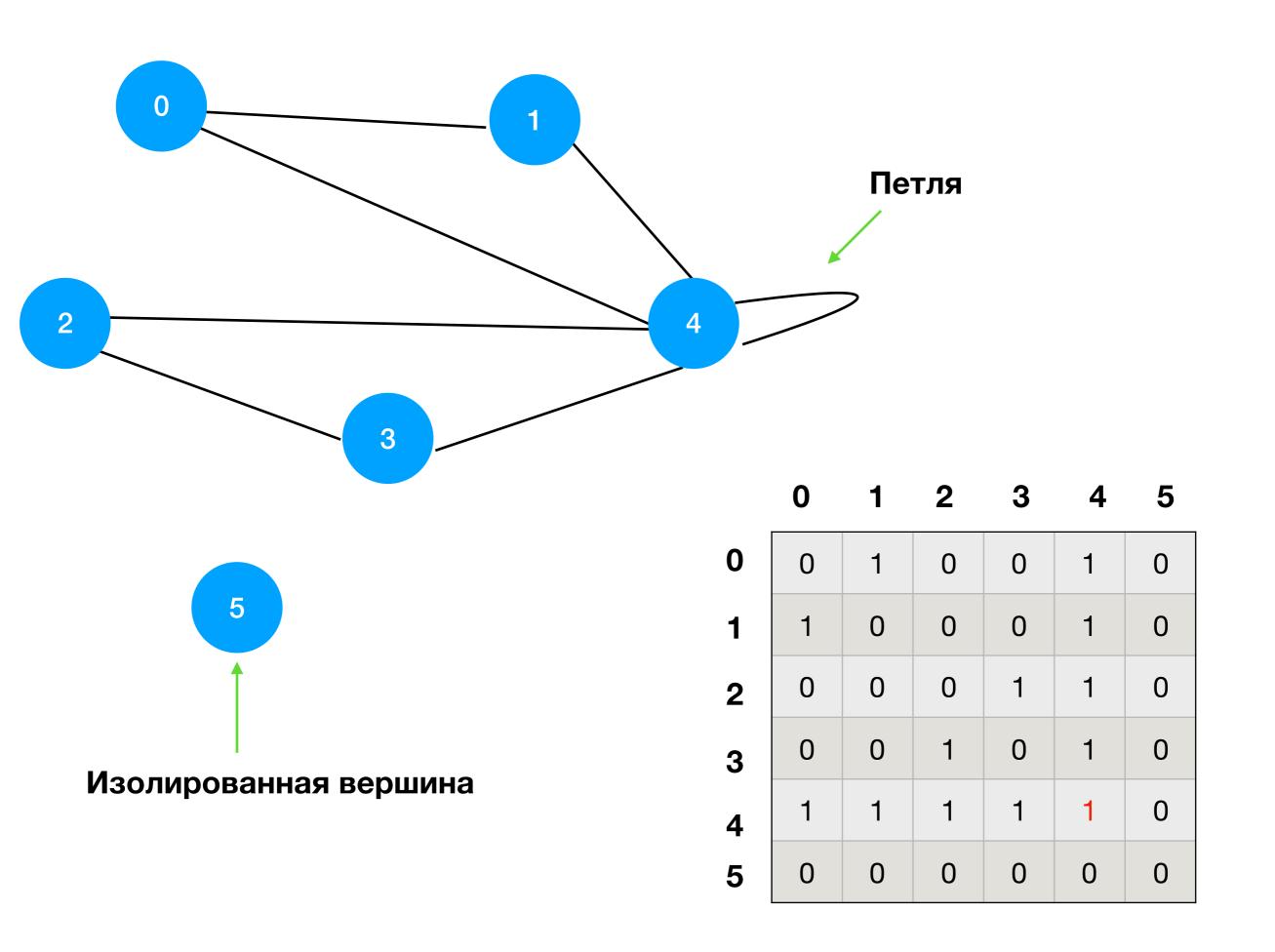


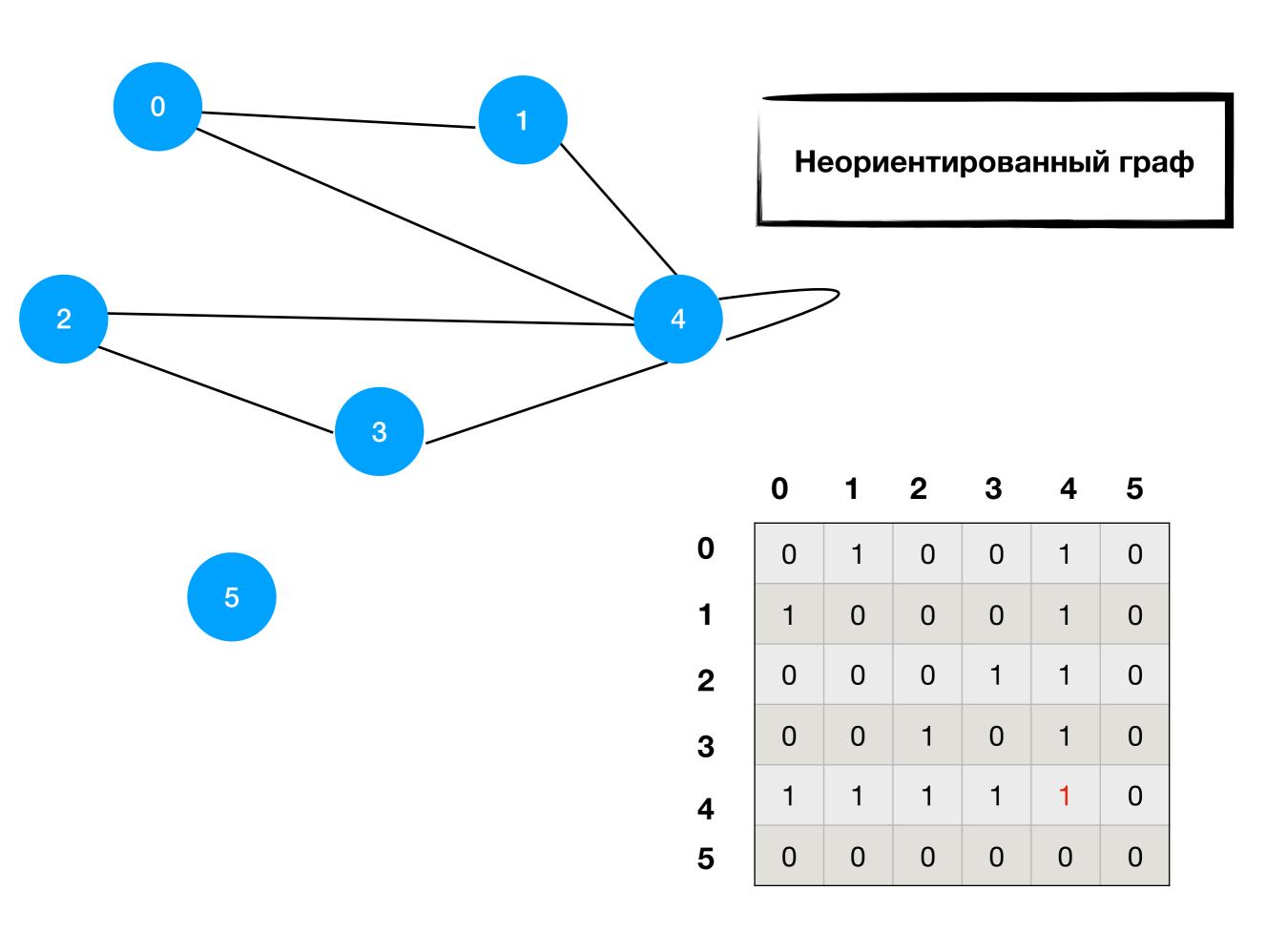
Матрица смежности

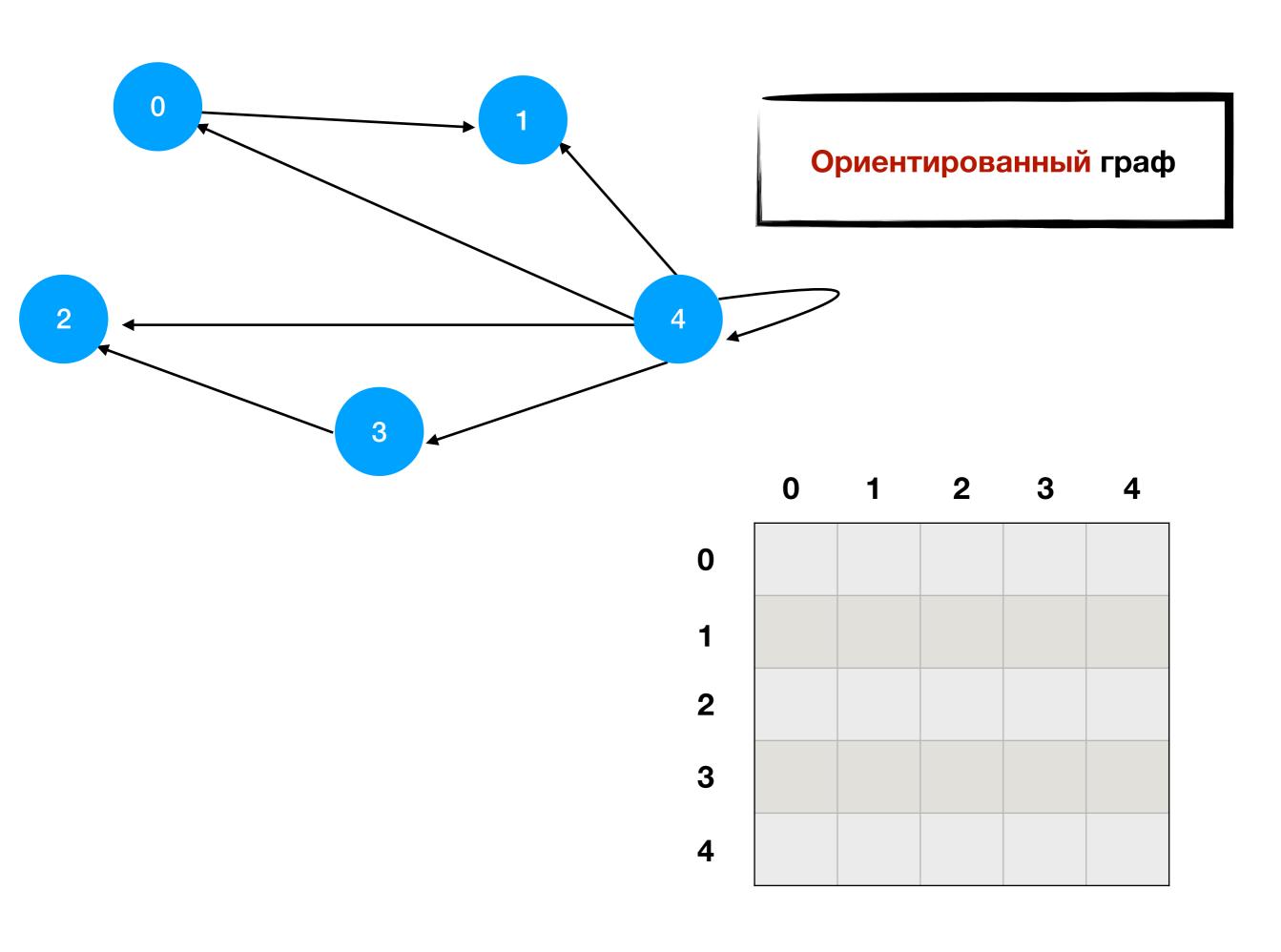
| 0 | 1 | 0 | 0 | 1 |
|---|---|---|---|---|
| 1 | 0 | 0 | 0 | 1 |
| 0 | 0 | 0 | 1 | 1 |
| 0 | 0 | 1 | 0 | 1 |
| 1 | 1 | 1 | 1 | 0 |

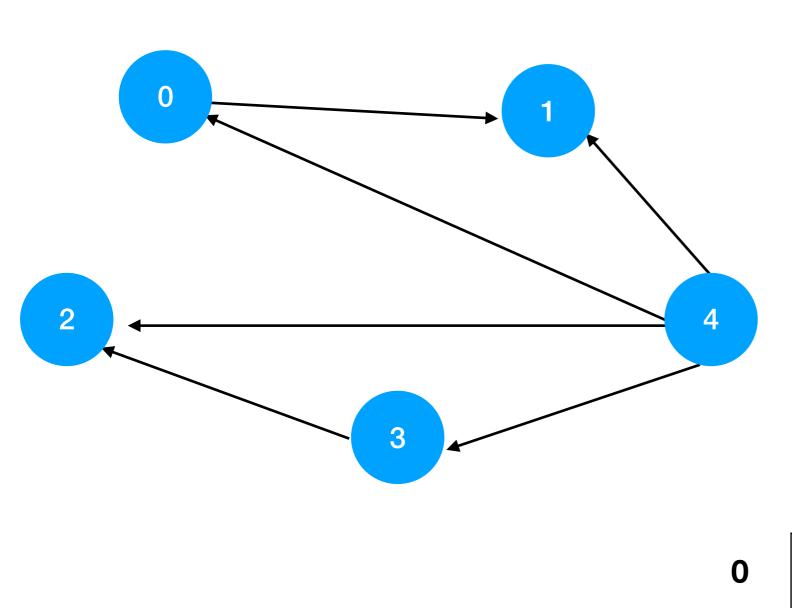












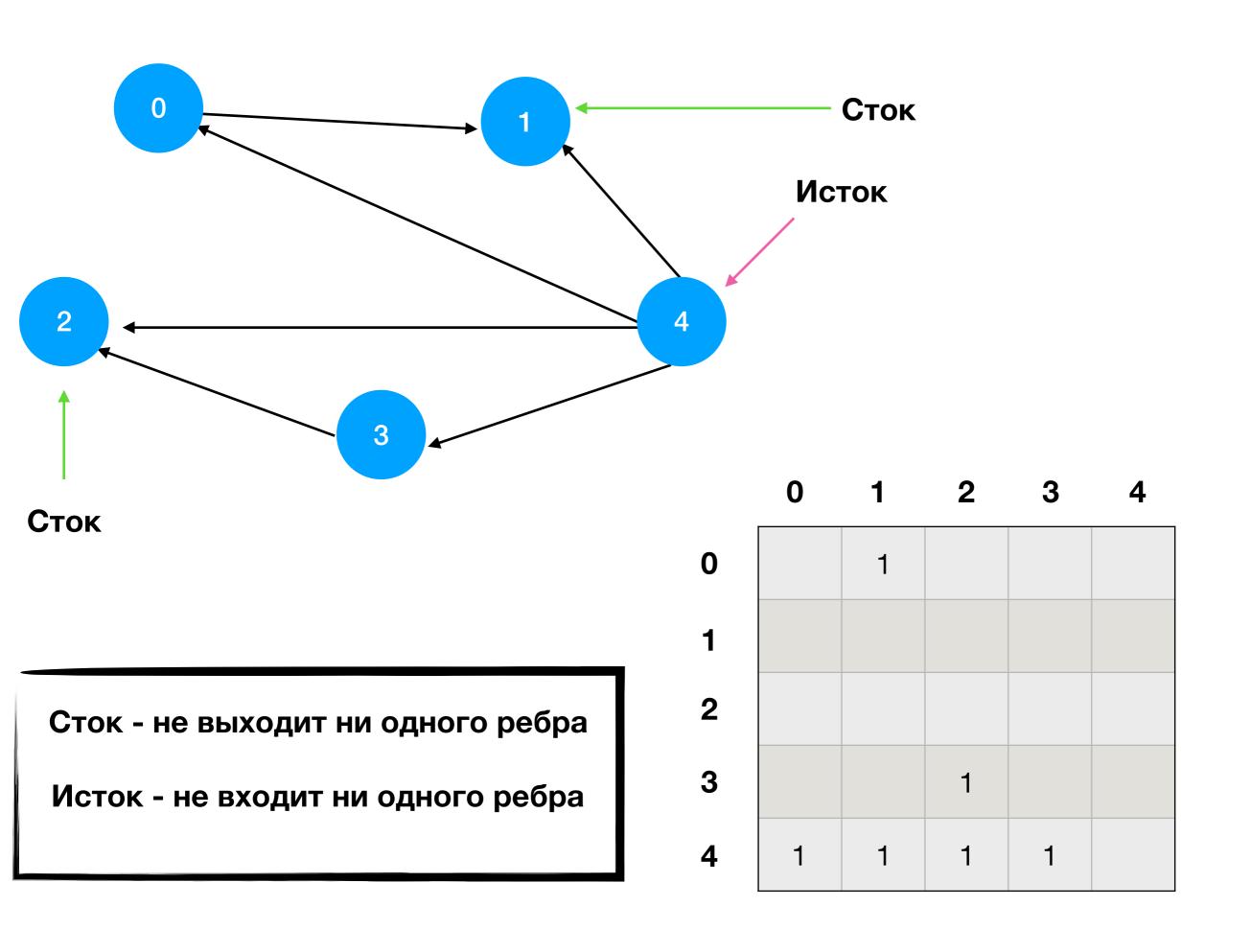
Ориентированный граф

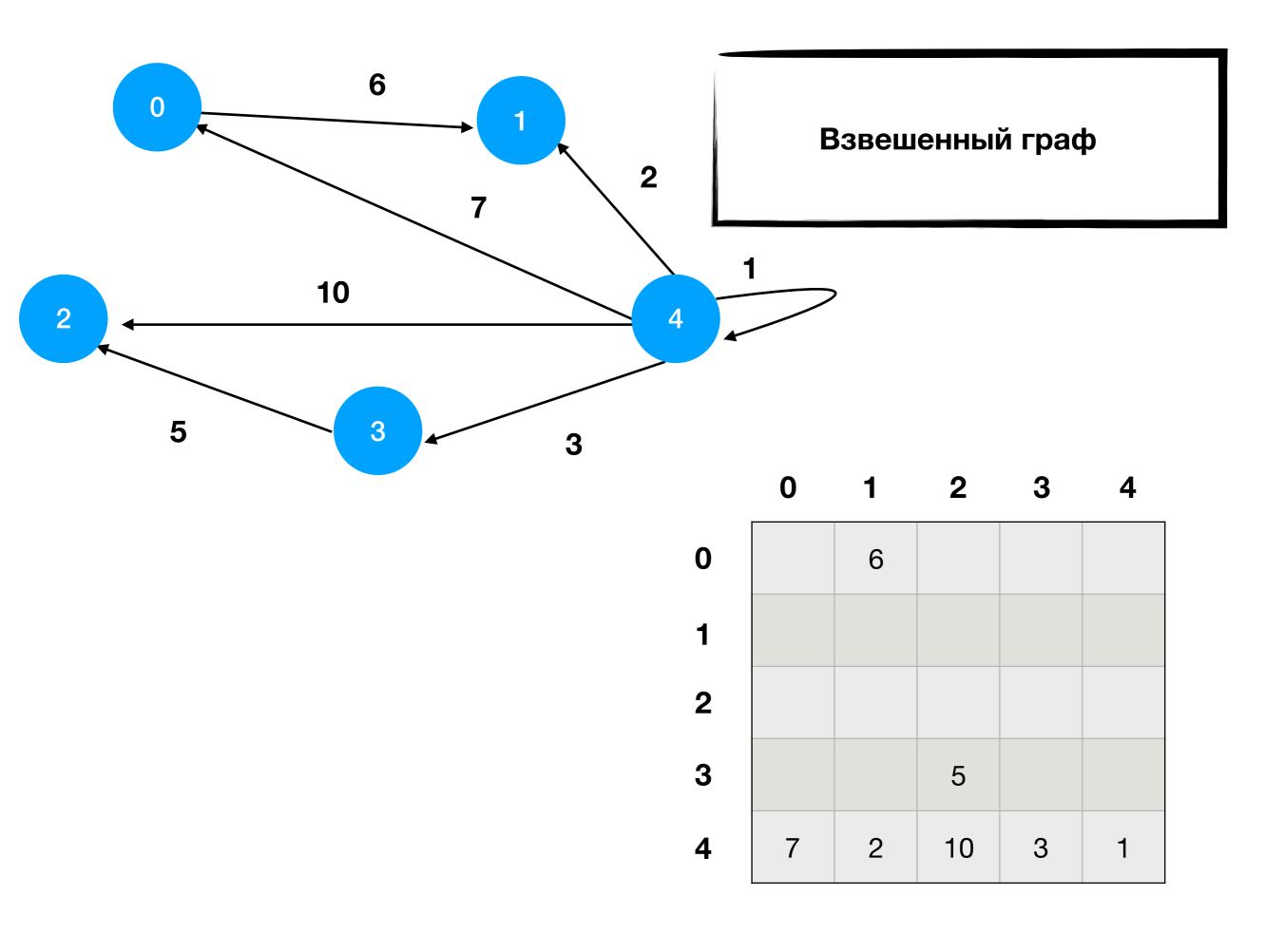
0 1 2 3 4

| | 1 | | | |
|---|---|---|---|--|
| | | | | |
| | | | | |
| | | 1 | | |
| 1 | 1 | 1 | 1 | |

2

3





| | 0 | 1 | 2 | 3 | 4 |
|---|---|---|----|---|---|
| 0 | 0 | 6 | 0 | 0 | 0 |
| 1 | 0 | 0 | 0 | 0 | 0 |
| 2 | 0 | 0 | 0 | 0 | 0 |
| 3 | 0 | 0 | 5 | 0 | 0 |
| 4 | 7 | 2 | 10 | 3 | 1 |

Двумерный массив

| | столбец 0 | столбец 1 | столбец 2 | столбец 3 |
|----------|-----------|-----------|-----------|-----------|
| строка 0 | arr[0][0] | arr[0][1] | arr[0][2] | arr[0][3] |
| строка 1 | arr[1][0] | arr[1][1] | arr[1][2] | arr[1][3] |
| строка 2 | arr[2][0] | arr[2][1] | arr[2][2] | arr[2][3] |

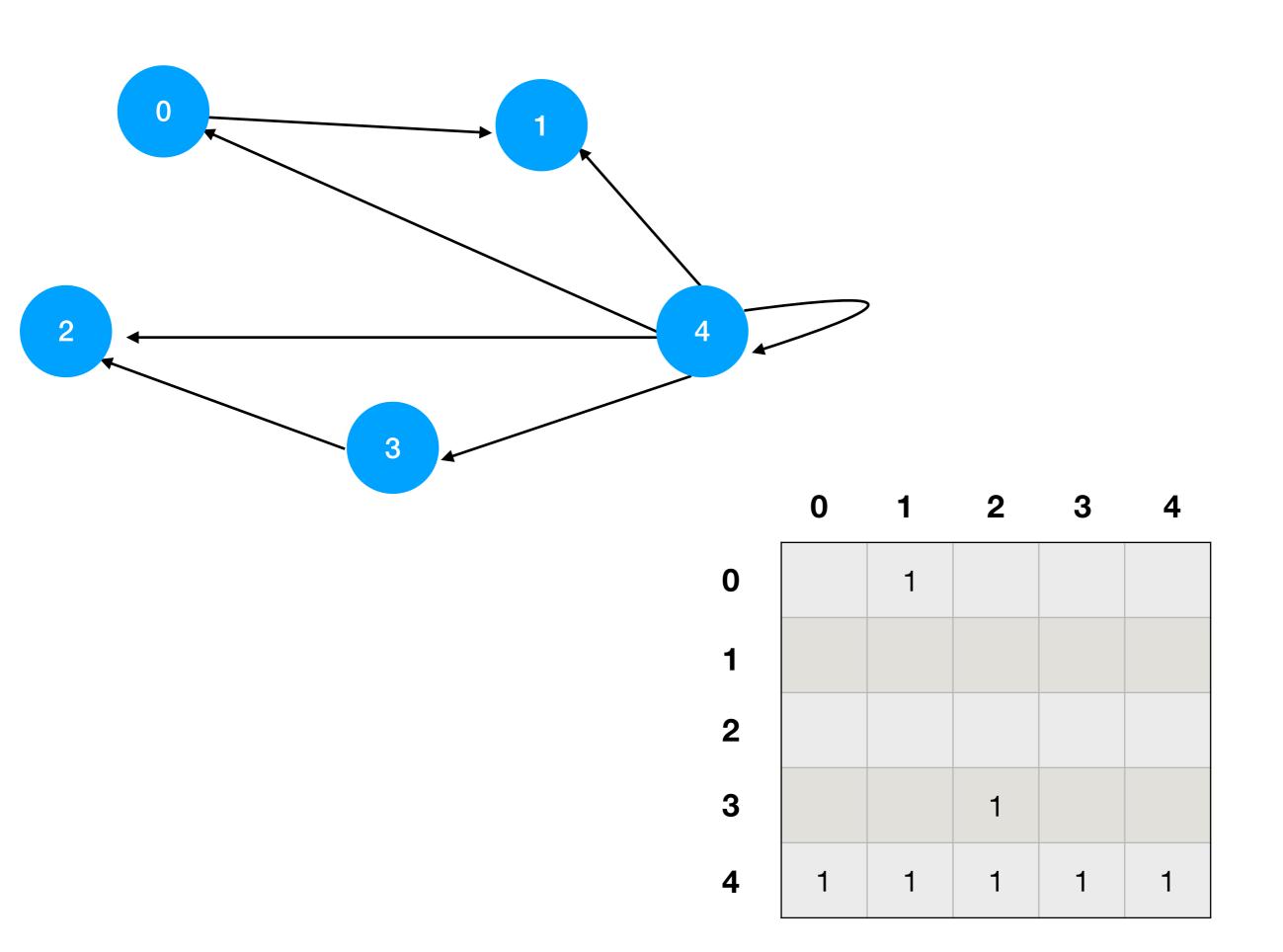
| | 0 | 1 | 2 | 3 | 4 |
|---|---|---|----|---|---|
| 0 | 0 | 6 | 0 | 0 | 0 |
| 1 | 0 | 0 | 0 | 0 | 0 |
| 2 | 0 | 0 | 0 | 0 | 0 |
| 3 | 0 | 0 | 5 | 0 | 0 |
| 4 | 7 | 2 | 10 | 3 | 1 |

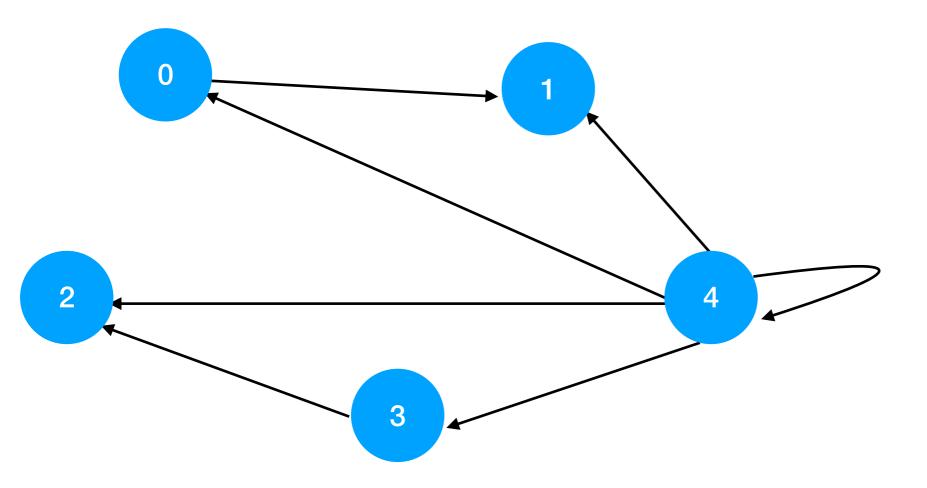
Java

```
int[][] a = new int[N][N];
    for (int i = 0; i < N; i++) {
        for (int j = 0; j < N; j++) {
            a[i][j] = 0;
        }
}</pre>
```

C++

```
int arr[n][n];
  for(int i = 0; i < n; i++)
    for(int j = 0; j < n; j++) {
        arr[i][j] = 0;
    }</pre>
```





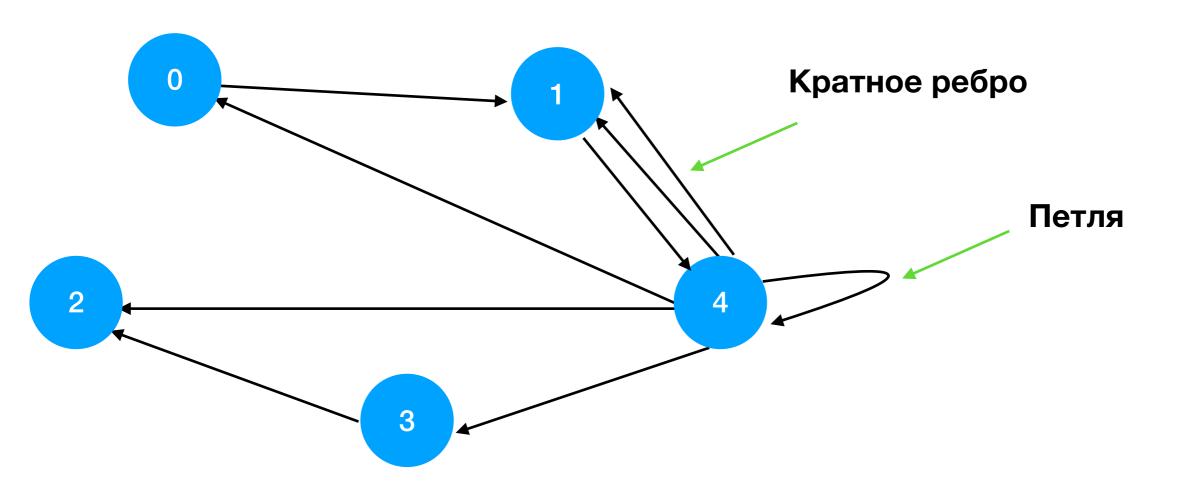
Список смежности

0: 1

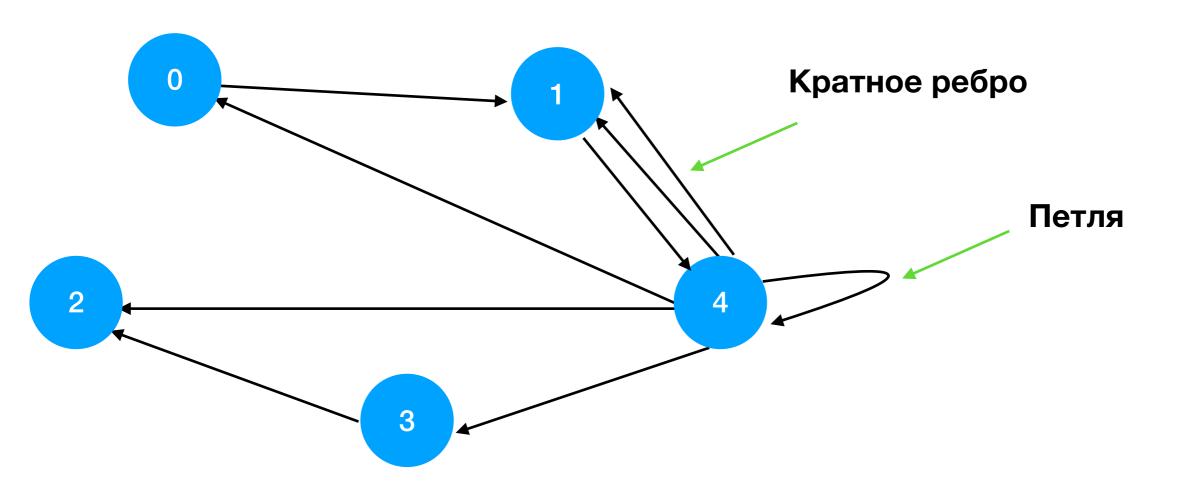
1: 2:

3: 2

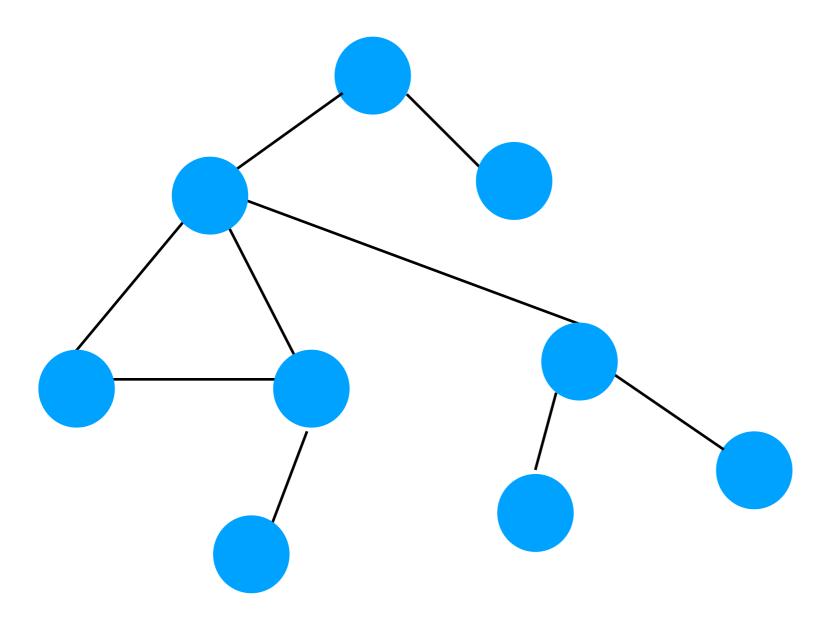
4: 0, 1, 2, 3

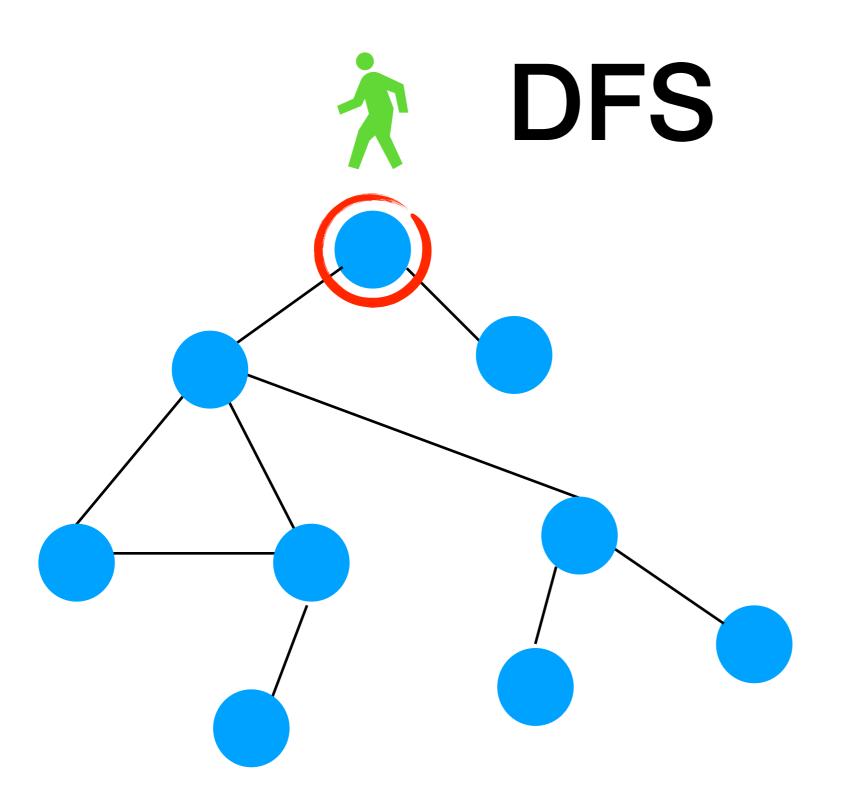


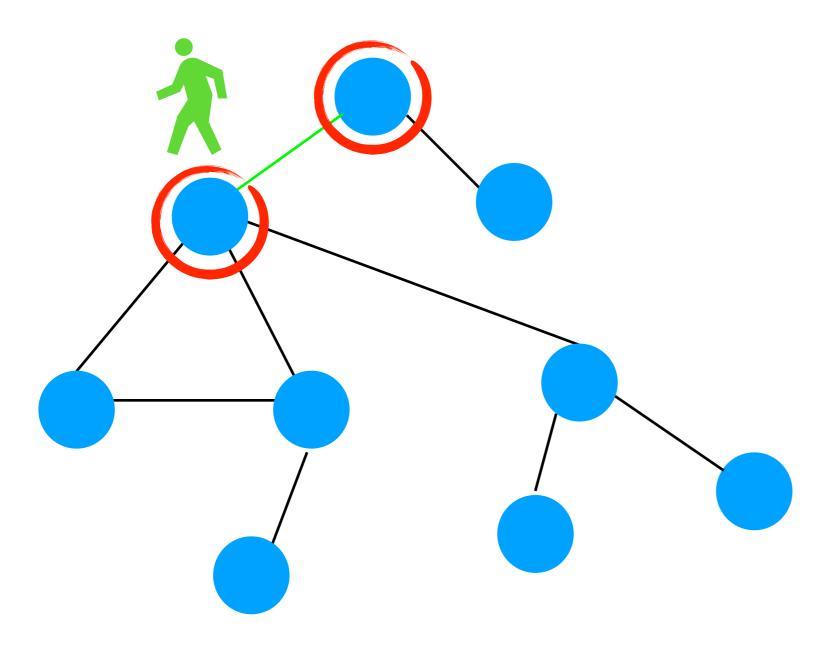
Простой граф - граф, в котором нет петель и кратных ребер

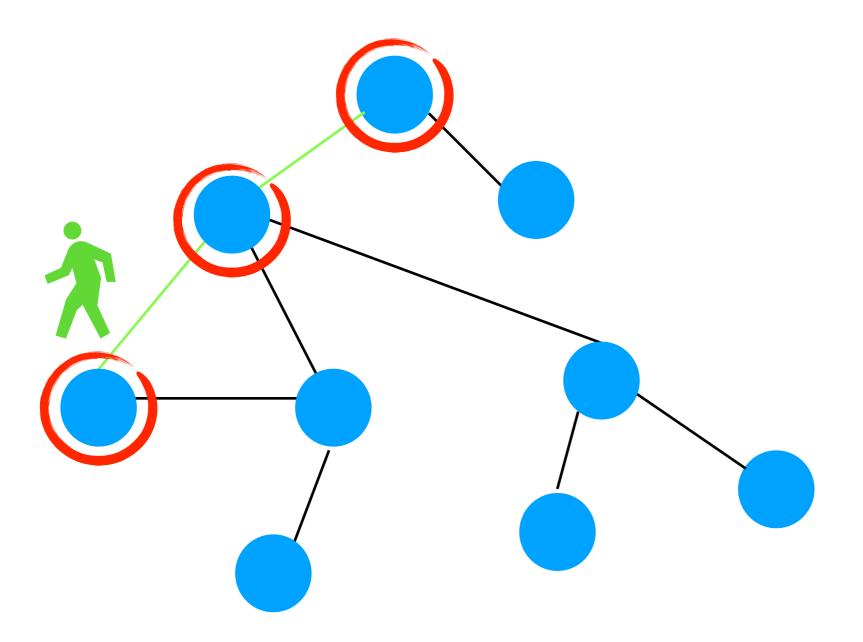


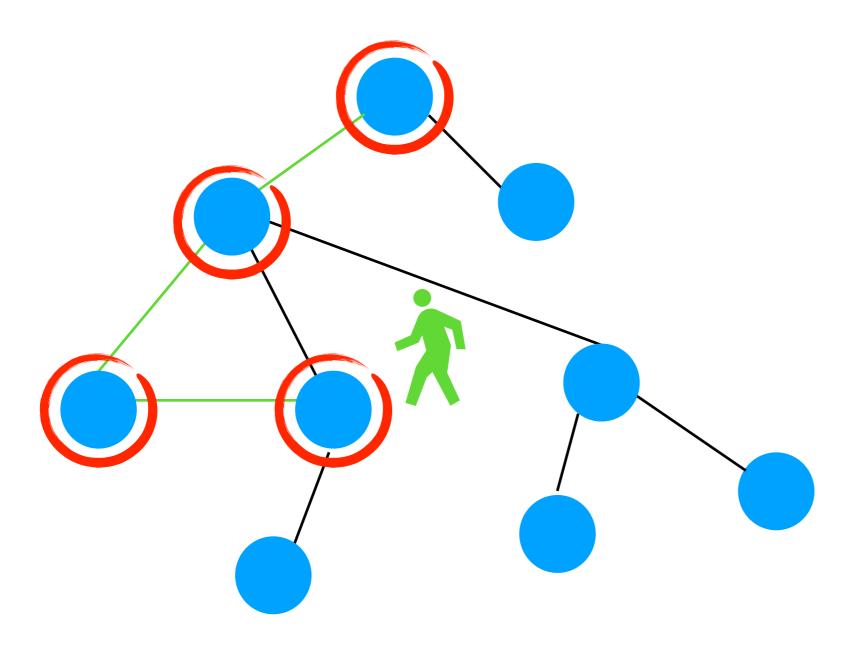
Простой граф - граф, в котором нет петель и кратных ребер

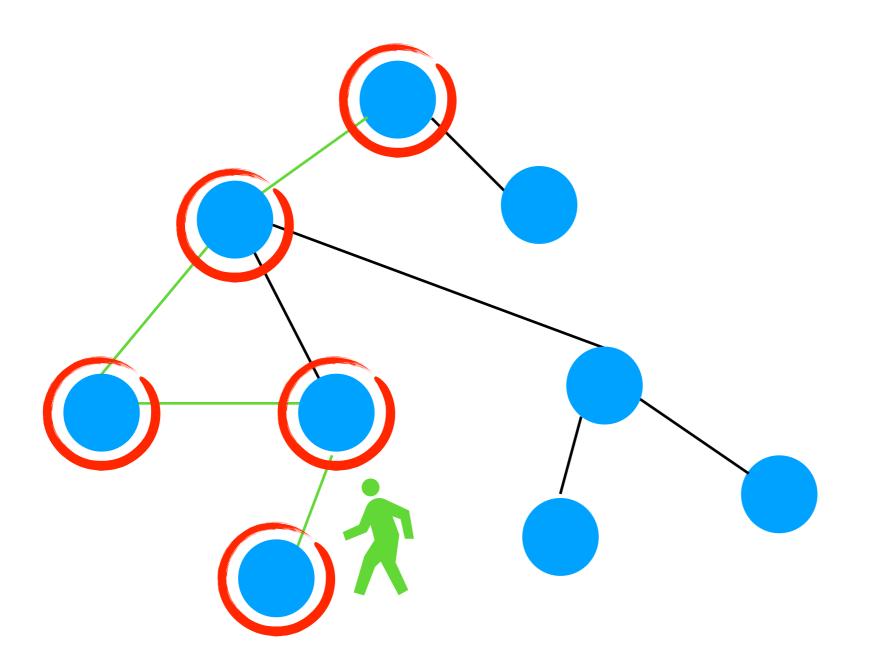


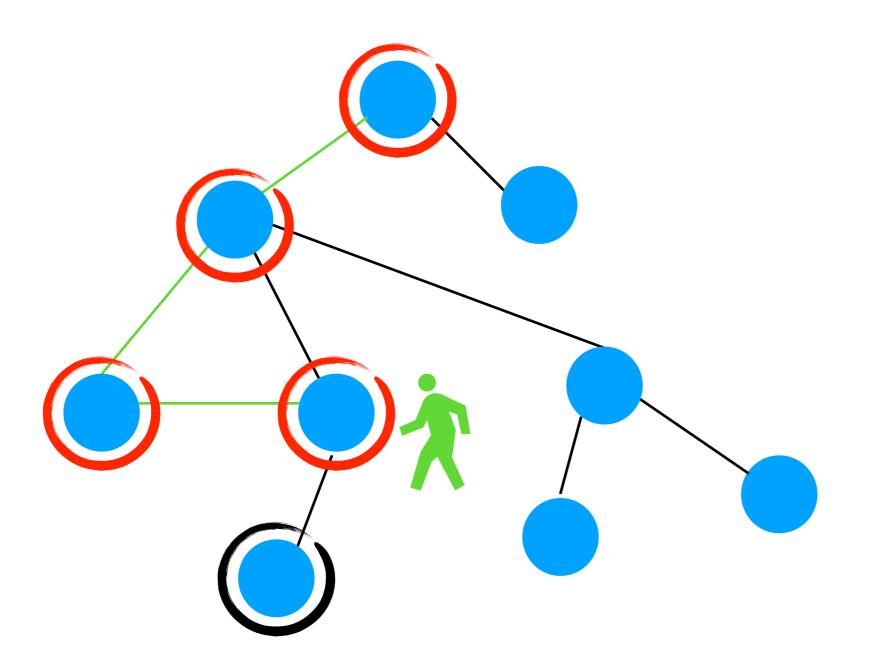


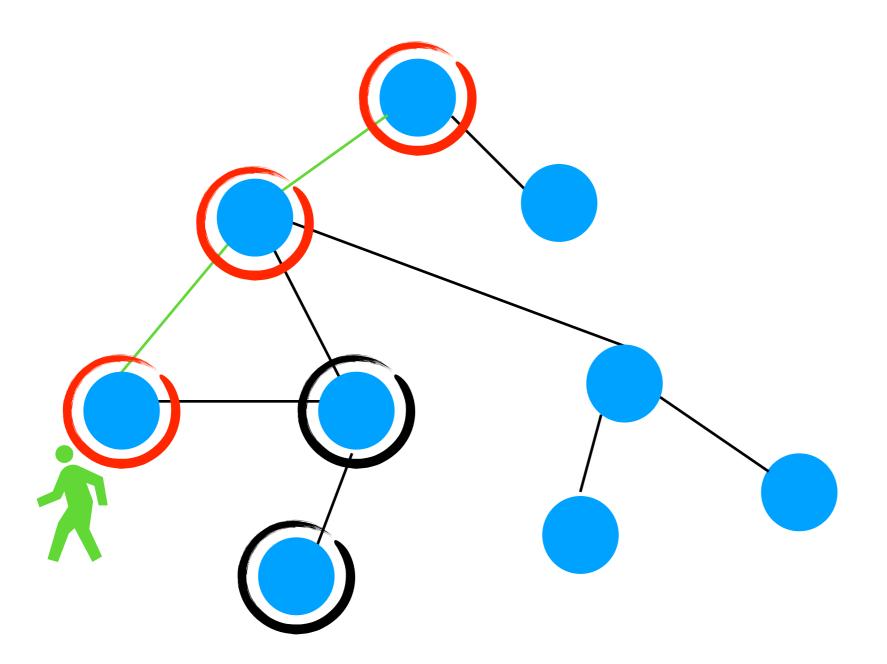


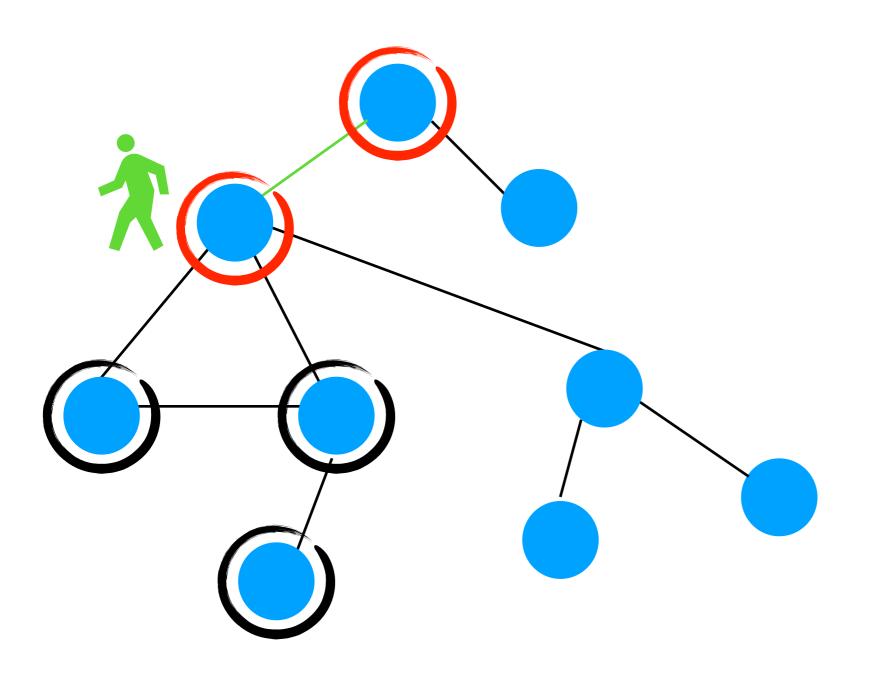


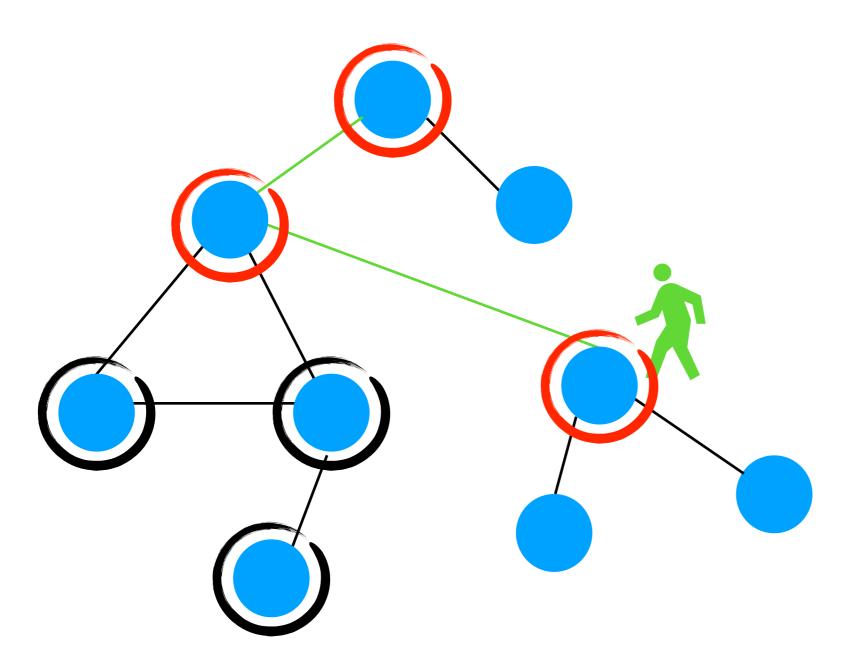


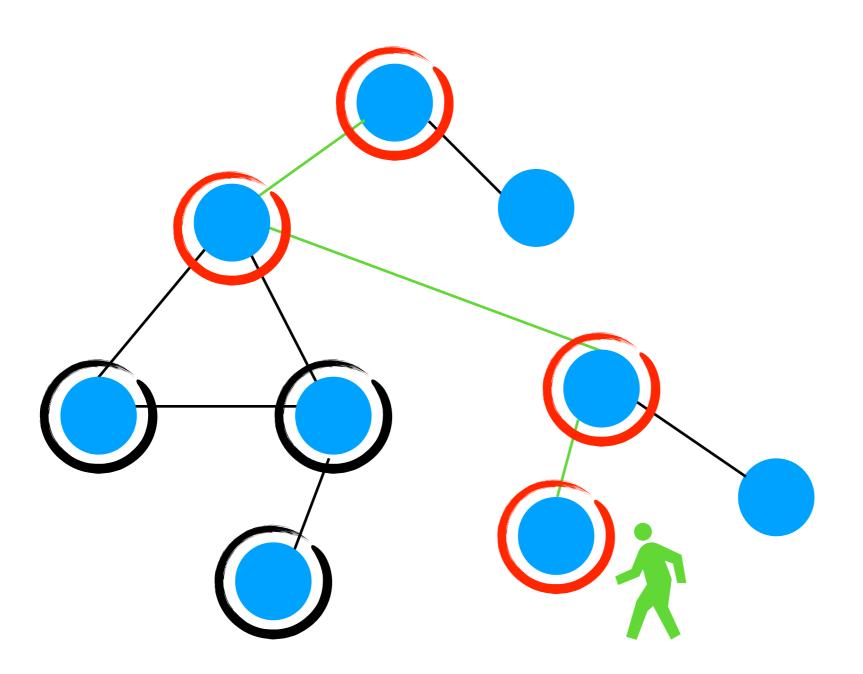


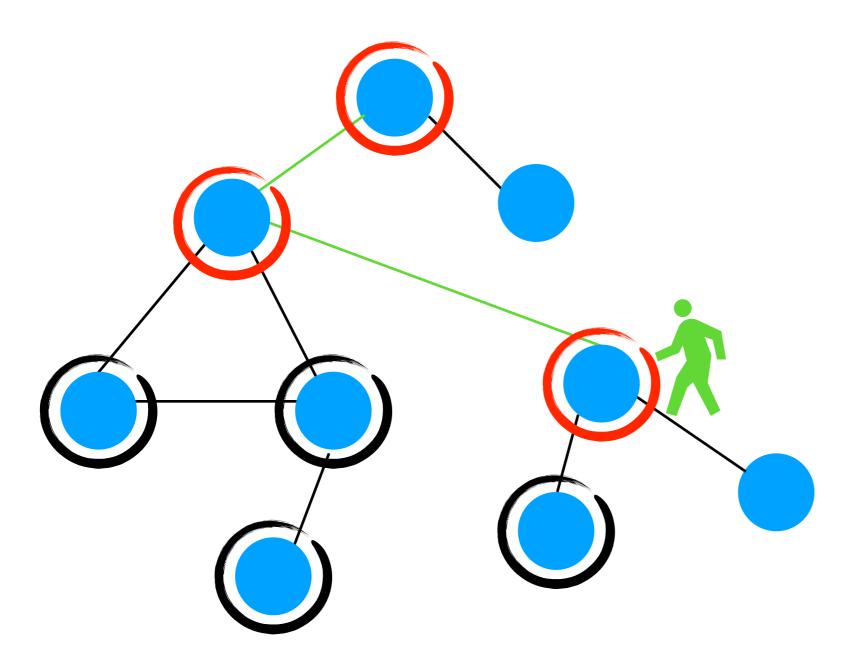


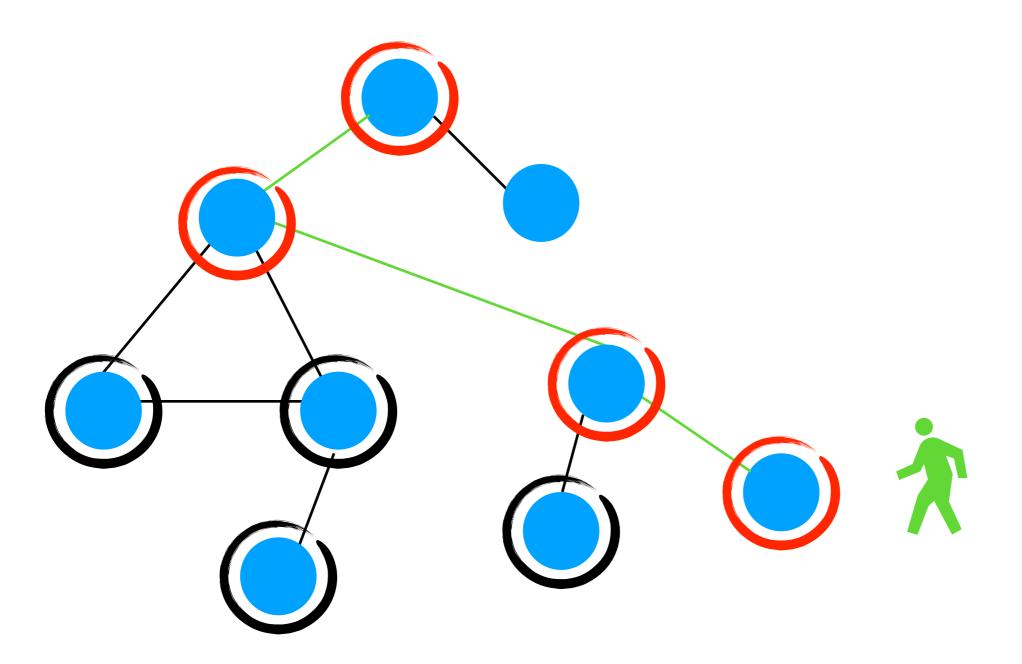


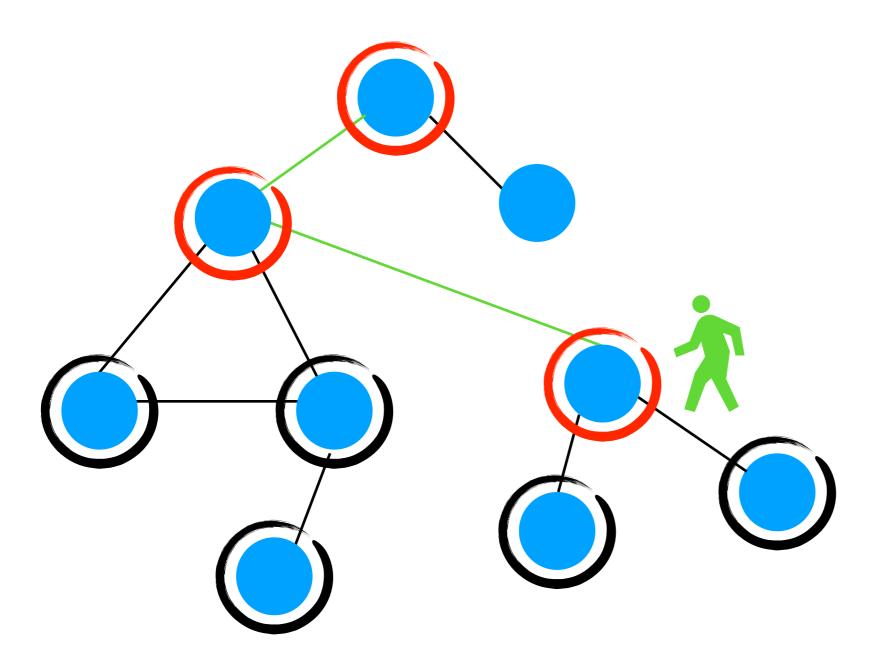


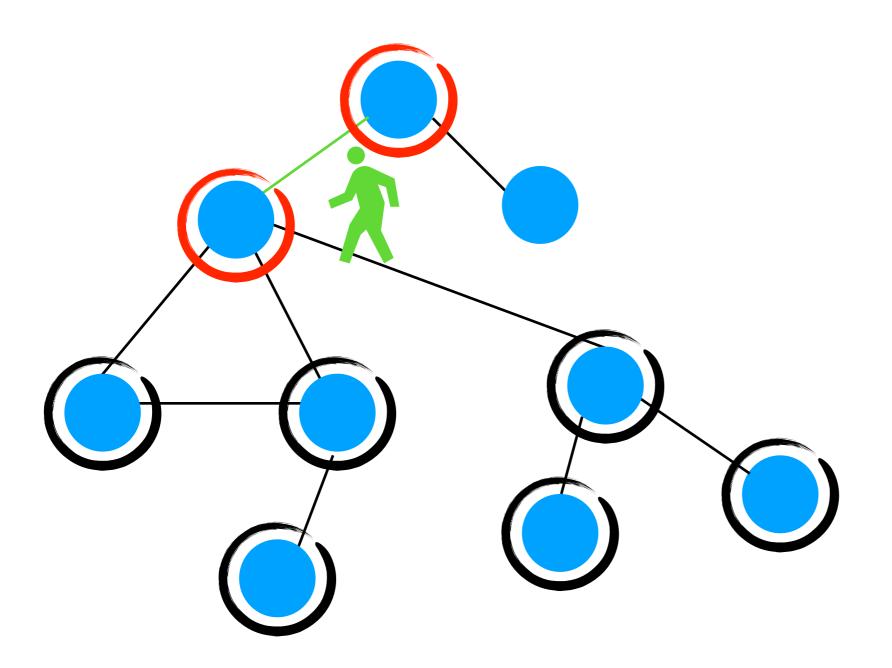


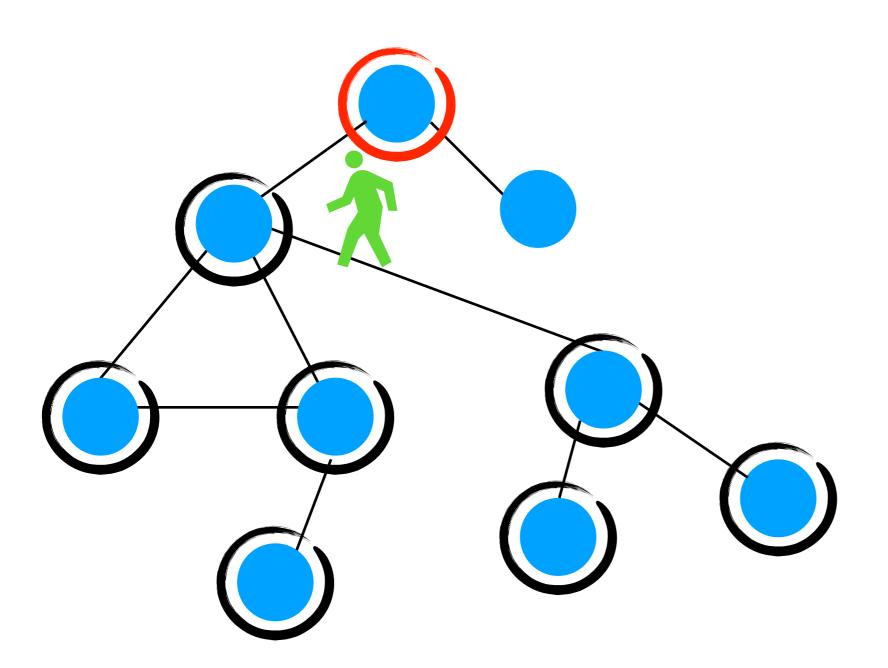


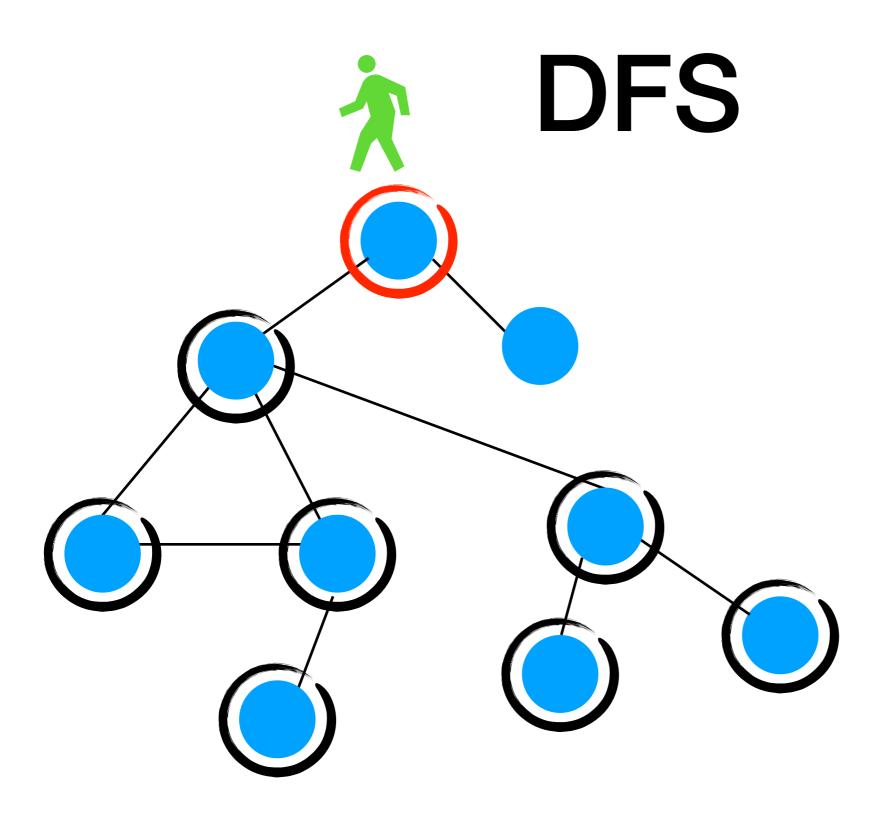


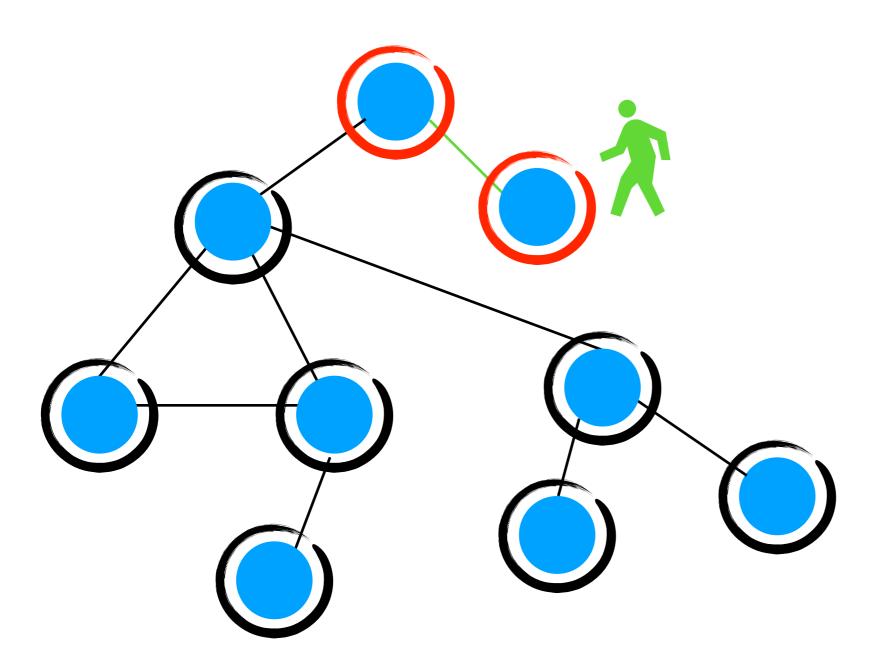


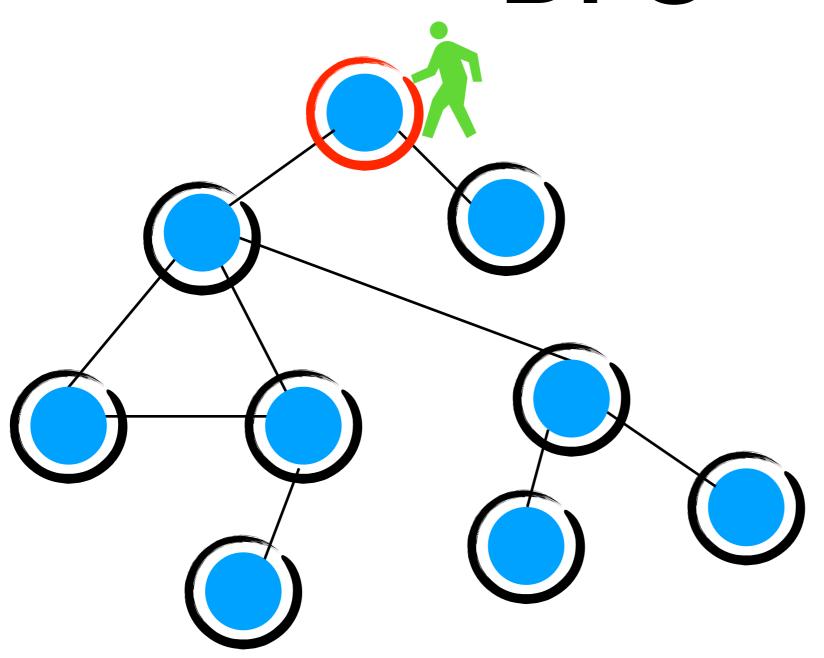


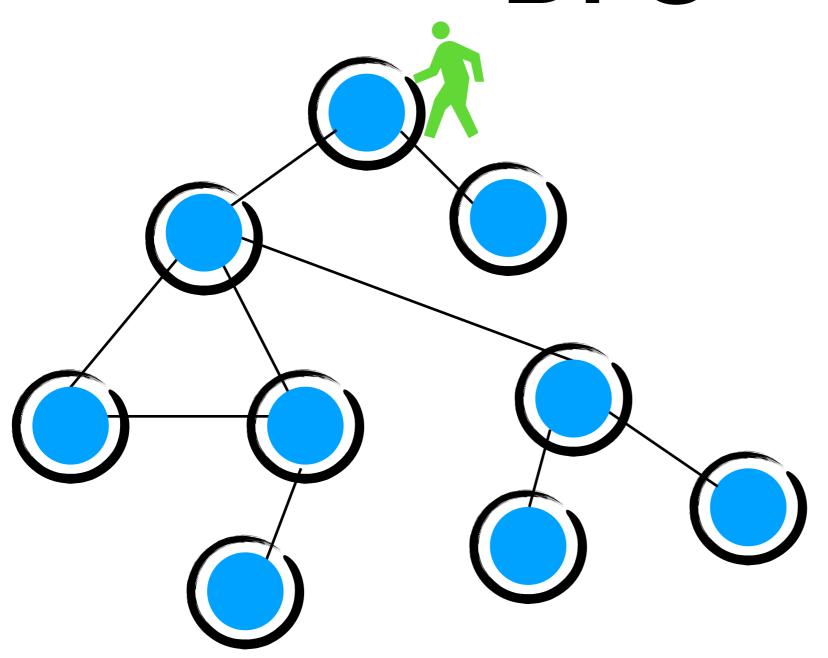












DFS: Java

```
public static boolean[] used;
  int n = 6; //количество вершин
  х - это индекс вершины, в которой мы сейчас
  int[][] v - матрица смежности
public static int [] [] v;
  public static boolean[] used;
  public static void dfs(int x) {
       used[x] = true;
       for (int i = 0; i < v[x].length; i++) {
            int to = i;
            if (!used[to] && v[x][to]==1) {
                dfs(to);
```

DFS:C++

DFS: C

```
void DFS(int i)
    int j;
    printf("\n%d",i);
    visited[i]=1;
    for(j=0;j<n;j++)
        if(!visited[j]&&G[i][j]==1)
            DFS(j);
```