Ano: to the quention no. 04

Forc B.F.S. I will and I will be to the

torc adjacencey lint,

As the binear complosity

depends on the number of edge and

veretices we have The motor E and I we have motor time on will be needed to execute

So, we are adding neve edges connected to vertition each time we get one.

And as, we can see on the Bendocode
there is one for loop so it should
be the complexity arround O(n) but,
as we arre adding new edges connected
to veretices so this n'is troportional to
(V+E), as it is traversing through all the

x 60 100 00 10 1 Verdexes and edges.
(Time complexity= 0(1+E) force adjacency matrix, the dime complexity in 0 (n) As, for Trow and column, we have to itercate through rested - 100ps,

Therefor the time complexity holds

Alored Alored Alored 2011 3121 3121 3121 mona - Home on aill be needed to (200) of e Some and ording house of the surrented to vertiled and - line w. yet and. hording from the constant form It works by see good soil - some of expertbe the corniglexity many but letromos in the cross prither was son on of wholorografiles in the performance of extelle, regardly of the production)

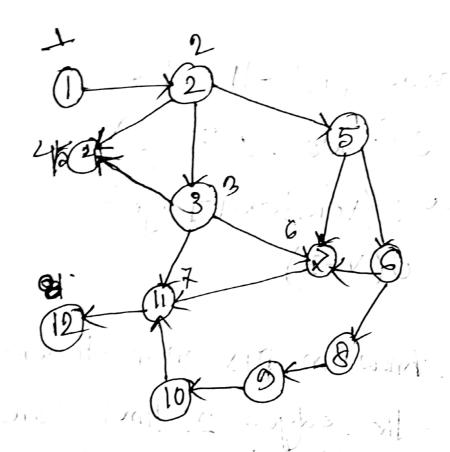
DFS

Force adjacency list, the time Complicity in = 0 (ventor + 2. Folge) > O (verclex-1. tage) = 0 (V+E)

Here we we know in DES grouph-traversals it travercos the edger 2 times. For that we are multiplying it by? Force adjacency matrix, time complexity is

o(n') as for now and colum, we have to iterate through rested deops theresone -thi time complexity = 0(n)

NOW,



for BAS, $0 \rightarrow 1,2,3/4,5/7645,48,8$ $0 \rightarrow 12,3,4,5,76116,124$ we got victory.

-for DPS/

1,2,3,4,7,11,12 we got victory

From the above similation we can
see those who are using DTS will

but a we know we always use BFS

fore soretest tak back but on we have to find through to the outputs

so those who are wing DFS will get to the victory road front.