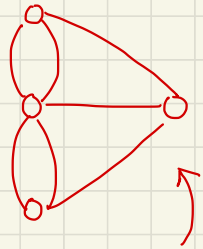
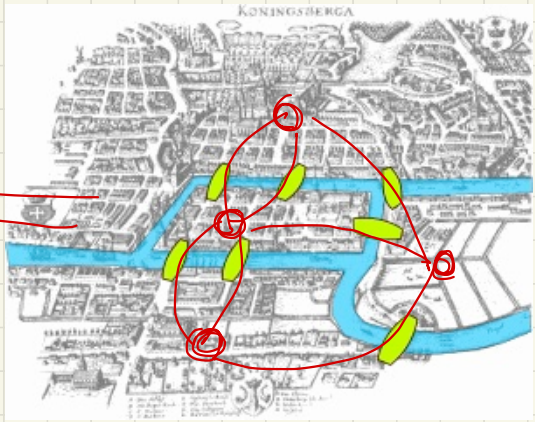
* vertex, edge.
  정점 간선.

* edge < 방향o → directed graph
  방향x → undirected graph

* DFS, BFS, 격자 위에서도

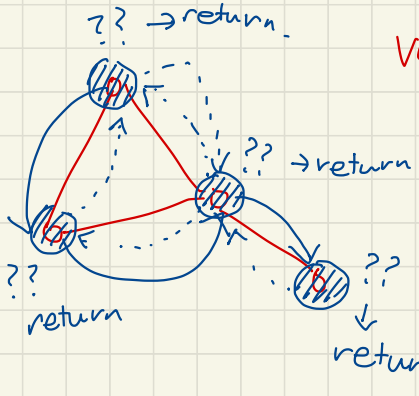




마을과, 마을을 잇는 다리

* 쓸모없는 정보x 필요한거를 남겼을때 "그래프"로 표현되는 상황들이 많다.

* "그래프 모델링" ← 핵심.

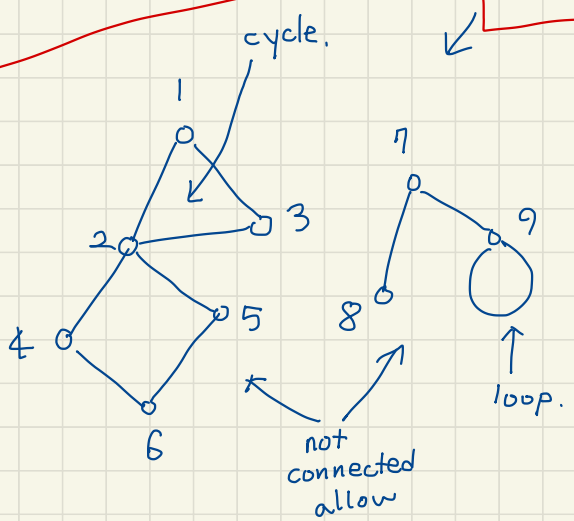


vector<int> adj[N];

⇒ DFS.

```
void dfs(int cur) {
    if(visited[cur]) return;
    visited[cur] = true;
    for(int nxt : adj[cur]) {
        dfs(nxt);
    }
}
```

Home Work.



u — v

```
adj[u].push_back(v);
adj[v].push_back(u);
```