AlgoExpert

Quad Layout

++

Sublime

Monokai

00:00:

Our Solution(s)

Run Code

Your Solutions

12px

```
Run Code
```

```
Solution 1
```

33

```
1\, // Copyright © 2020 AlgoExpert, LLC. All rights reserved.
    #include <vector>
    #include <deque>
    using namespace std;
    class Node {
    public:
      string name;
10
      vector<Node *> children;
      Node(string name) { this->name = name; }
13
14
      // O(v + e) time | O(v) space
      vector<string> breadthFirstSearch(vector<string> *array) {
16
        deque<Node *> queue{this};
17
        while (!queue.empty()) {
18
          Node current = *queue.front();
19
          queue.pop_front();
20
          array->push_back(current.name);
          for (int i = 0; i < current.children.size(); i++) {</pre>
            queue.push_back(current.children[i]);
24
25
        return *array;
26
27
      Node *addChild(string name) {
28
29
        Node *child = new Node(name);
30
        children.push_back(child);
        return this;
32
```

```
Solution 1 Solution 2 Solution 3
```

```
1 #include <vector>
    using namespace std;
    // Do not edit the class below except
    // for the breadthFirstSearch method.
    // Feel free to add new properties
    // and methods to the class.
    class Node {
    public:
     string name;
      vector<Node *> children;
12
13
      Node(string str) { name = str; }
14
      vector<string> breadthFirstSearch(vector<string> *array) {
16
       // Write your code here.
        return {};
18
19
20
      Node *addChild(string name) {
       Node *child = new Node(name);
       children.push_back(child);
22
        return this;
24
25 };
26
```

Custom Output Raw Output Submit Code

Run or submit code when you're ready.