Our Solution(s) Run Code

Solution 1

```go
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package main

// Do not edit the class below except
// for the depthFirstSearch method.
// Feel free to add new properties
// and methods to the class.
type Node struct {
  Name     string
  Children []*Node
}

// O(v + e) time | O(v) space
func (n *Node) DepthFirstSearch(array []string) []string {
  array = append(array, n.Name)
  for _, child := range n.Children {
    array = child.DepthFirstSearch(array)
  }
  return array
}

```

Your Solutions Run Code

Solution 1 Solution 2 Solution 3

```go
package main

// Do not edit the class below except
// for the depthFirstSearch method.
// Feel free to add new properties
// and methods to the class.
type Node struct {
  Name     string
  Children []*Node
}

func (n *Node) DepthFirstSearch(array []string) []string {
  // Write your code here.
  return nil
}

```

Our Tests

```go
package main

import (


  "github.com/stretchr/testify/require"
)
```

Custom Output Submit Code

```go

func NewNode(name string) *Node {
  return &Node{
    Name:     name,
    Children: []*Node{},
  }
}

func (n *Node) AddChildren(names ...string) *Node {
  for _, name := range names {
    child := Node{Name: name}
    n.Children = append(n.Children, &child)
  }
  return n
}
```

Run or submit code when you're ready.