1) Shortest Path for unweighted graph: In an unweighted graph, the shortest path is the path with least number of edges. With Breadth First, we always reach a vertex from given source using the minimum number of edges.

**2) Minimum Spanning Tree for unweighted graph:** In case of unweighted graphs, any spanning tree is Minimum Spanning Tree and we can use either Depth or Breadth first traversal for finding a spanning tree.

**3) Cycle detection in undirected graph:** In undirected graphs, either Breadth First Search or Depth First Search can be used to detect cycle. **In directed graph, only depth first search can be used.**

**4)** [**To test if a graph is Bipartit**](https://www.geeksforgeeks.org/bipartite-graph/)**e:** We can either use Breadth First or Depth First Traversal.

5) [**Ford–Fulkerson algorith**](https://www.geeksforgeeks.org/ford-fulkerson-algorithm-for-maximum-flow-problem/)**m:** In Ford-Fulkerson algorithm, we can either use Breadth First or Depth First Traversal to find the maximum flow. Breadth First Traversal is preferred as it reduces worst case time complexity to O(VE2).

**6) Path Finding:** We can either use Breadth First or Depth First Traversal to find if there is a path between two vertices.

**7) Finding all nodes within one connected component:** We can either use Breadth First or Depth First Traversal to find all nodes reachable from a given node.