5. $\theta(V^2)$ where V is # vertices $\frac{1}{2}$ 6. $\theta(V^2)$ b. $\theta(V+E)$ where E is # of edges $\frac{1}{2}$ b. $\theta(V+E)$

7. When we use an adjacency matrix, we need to encode every possible transition for our graph. This costs memory, & requires a search of the entire row (V checks) to find all outgoing transitions from a node o However we can find any particular node in linear

This is foster for small or very dense graphs. But the adjacency list is better whenever we have a large or sparse graph (small out degree).

We adjust BFS to not as

B. When sollowing breadth-first, if we end up popping a Vertex queue on the queue that has already been visited, and is not the previous vertex! that adds it, our undirected graph has a cycle.

This is because the vertex has been revisted by a vertex not directly adjacent to it. > We can revisit said vertex along this path infinitely. > Cycle.

