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Lab6

**Introduction**

**Python** Patterns - Implementing **Graphs**. ... **Graphs** are networks consisting of nodes connected by edges or arcs. In directed **graphs**, the connections between nodes have a direction, and are called arcs; in undirected **graphs**, the connections have no direction and are called edges. We mainly discuss directed **graphs**.

In programing there this things call graph,is a data structure that represent connection among different items/nodes which can be connected with vertices, which are connected by edges.in This lab we are supposed to implement two algorithms kruskal’s and topological sort.topological sort determines the order in which every vertex contained in a graph.

**Proposed implementation**

For this lab most of the code is already given to us,however one of the ideas I have is to used nodes an array to conncected each number,or maybe just used zybooks implementation. The only difference is the weight of the graph this will make difficult adding it specially because I don’t know if the weight as to be in random order.

A clock in the middle of a watch

Description automatically generatedTopological

A picture containing watch, indoor

Description automatically generatedKruskal’s

**Experimental result**

For this lab I was having trouble on how to test the algorithms but I just decided to input an array

[1,2,3,6,8,9] with this I added weight to each one for example from 1-2 the weight could be 8.

And for Kruskal algorithm I just used class example 0 to 8 and made 0 point to none and 1 be pointed by every number that was been surrounded by.