Results:

For the first part of our project, we successfully implemented a Vertex and Graph class. In the Vertex class, we were successfully able to store the names of the articles, its neighbors, and map an index to the corresponding vertex. In the Graph class, our main execution occurs in the default constructor Graph(). This is where we parse the files and initialize our global variables.

Here are pictures to demonstrate our functionality of our graph:

Regarding our algorithms, we have a functional BFS algorithm between two nodes. The BFS returns the shortest path of articles- represented by vertices-that are in between any two articles based on their edges. We used the BFS algorithm to implement Landmark's Path. Additionally, we have successfully implemented a function to detect cycles within our graphs, and Kosaraju's algorithm to detect strongly connected components.

Print Neighbors

Here is a picture of our main algorithms at work:

BFS

Landmark

```
Landmark

Do f first category: 23 Glover, Missouri

ID of second category: 858
Bostrychoplites cornutus

ID of third category: 81 Missouri Route 151

Starting BFS... size of path: 12 path: 23 Glover, Missouri 279122 United States 267270 Dallas 842005 Washingtonia filifera 861 Bostrichidae 858 Bostrychoplites cornutus 858 Bostrychoplites cornutus 851 List of beetles of Great Britain 889129 Coccinellidae 244646 Massachusetts 1401951 Henry Knox 287803 Knox County, Missouri 81 Missouri Route 151
```

Cycle Detection

Interestingly, while we applied these algorithms in the wiki dataset, we learned the graph is an extremely strongly connected graph. We discovered this by implementing Kosaraju's algorithm.