

# Dependency Graph Changelog

## 1.0.0 (Dec 5, 2023)

- Switched to use Map/Set rather than using raw objects as pseudo-Maps/Sets. (Fixes #46)
  - This is also the reason for the major version bump. While there are no functional changes, this library previously did not have any special requirements of the runtime. It now requires a runtime that supports Map/Set (which should be almost everything now in 2023).
- Ensure circular property is cloned during clone - thanks [andrew-healey](#) and [tintinthong](#)!

## 0.11.0 (March 5, 2021)

- Add entryNodes method that returns the nodes that nothing depends on - thanks [amcdnl](#)!

## 0.10.0 (January 9, 2021)

- Add `directDependenciesOf` and `directDependantOf` methods for retrieving direct dependency information. (Fixes #40)
- Add aliases `dependenciesOf` and `directDependenciesOf`.

## 0.9.0 (February 10, 2020)

- Rewrite the topological sort DFS to be more efficient (and work!) on large graphs.
  - No longer uses recursion to avoid stack overflows with large/deep graphs
  - No longer is accidentally  $O(N^2)$  (thanks [williemien](#) for pointing this out!)

## 0.8.1 (December 3, 2019)

- Ensure all nodes are included in `overallOrder` when cycles are allowed. (Fixes #33)

### 0.3.0 (July 24, 2015)

- Fix issue where if you call `addNode` twice with the same name, it would clear all edges for that node. Now it will do nothing if a node with the specified name already exists. (Fixes #3)

### 0.2.1 (July 3, 2015)

- Fixed `removeNode` leaving references in `outgoingEdges` and reference to non-existent var edges - thanks [juhoha](#)! (Fixes #2)

### 0.2.0 (May 1, 2015)

- Removed dependency on Underscore - thanks [myndzi](#)! (Fixes #1)

### 0.1.0 (May 18, 2013)

- Initial Release - extracted out of asset-smasher

### 0.8.0 (December 11, 2018)

- Add a `DepGraphCycleError` with `cyclePath` property - thanks [jhugman](#)!

### 0.7.2 (August 30, 2018)

- Make constructor parameter optional in Typescript definition. (Fixes #26)

### 0.7.1 (June 5, 2018)

- Fix Typescript definition to include the new constructor arguments added in `0.7.0` - thanks [tbranyen](#)!

### 0.7.0 (January 17, 2018)

- Allow circular dependencies by passing in `{circular: true}` into the constructor - thanks [tbranyen](#)!

- Add a `size` method that will return the number of nodes in the graph.
- Add a `clone` method that will clone the graph. Any custom node data will only be shallow-copied. (Fixes #14)
- Add methods `getNodeData` and `setNodeData` to manipulate the data associated with a node name. (Fixes #12)

## 0.5.0 (April 26, 2016)

- Now exposes Typescript type definition - thanks [vansgorla!](#)

## 0.5.1 (October 7, 2017)

- Add missing parameter in Typescript definition. (Fixes #19)

## 0.5.2 (October 22, 2017)

- Check all nodes for potential cycles when calculating overall order. (Fixes #8)

## 0.6.0 (October 22, 2017)

- Better error messages
  - When a cycle is detected, the error message will now include the cycle in it. E.g `Dependency Cycle Found: a -> b`
  - When calling `addDependency` if one of the nodes does not exist, the error will say which one it was (instead of saying that “one” of the two nodes did not exist and making you manually determine which one)
  - Calling `overallOrder` on an empty graph will no longer throw an error about a dependency cycle. It will return an empty array.

## 0.4.0 (Aug 1, 2015)

- Change the `hasNode` method to be able to cope with falsy node data. (Fixes #12)

## 0.4.1 (Sept 3, 2015)