Eap No-2 Date: 14-9-24

Breadth Trous Search

AIM

no duel order monner

Algorithm

* Create a det visited to keep track

* Create queus

+ = 19avesse - 60

When queue is not empty dequeue & print vertex

+ for each neighbour if not visited add to visited set & enqueue to queue

+ then algo stops when all node visited

CODE

from collections impost deque

dy bf3 (graph, stant):

Visited = set()

queue = deque ([stant])

visited . add (shows)

while queue:

vestex = queue. poplet ()

pagint (vester, end = " ")

for neighbour in graph [vertex]:

if neighbour not in visited:

visited. add (neighbour)

queve append (neighbour)

```
graph = {}
U = inf(input ("Enlest the number of node"))
for i in sange (n):
  node = input (f"Enter node {:+1}:")
   neighbours = imput (f"Enter the neighbour of
           { node} seperated by space "). split()
   grouph [node] - neighbor.
Start-node = input ("enter the stanging node:")
 bis (graph, slart - no de)
Output
 HON graph like
Enter number of nodes: 5
Enter Node 1 : a
Enter neighbor of a : b c
Enter Node 2: b
Enter reighbor of p: d
Enler node 3: C
Enter neighbor of C: f
Enter node 4 : d
Enter neighbor of d:
enter nod s: f
anter neighbor of 4:
Enter starting node: A
ab cdf
RESULT
Thus BFS 13 Successfully executed a olp is very red
```