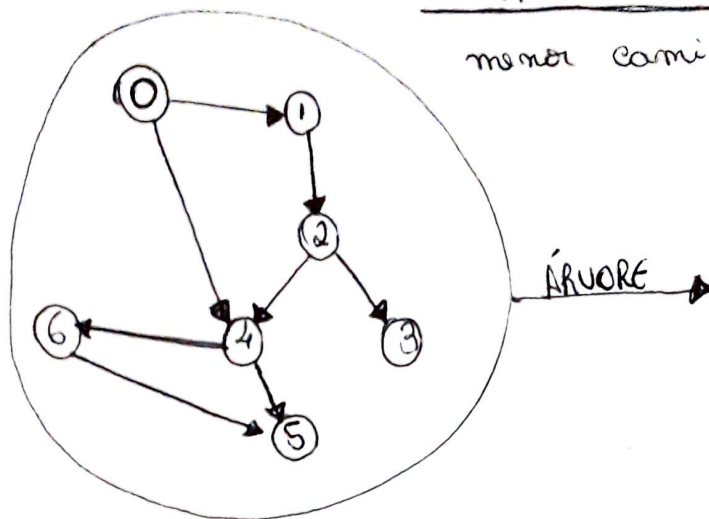


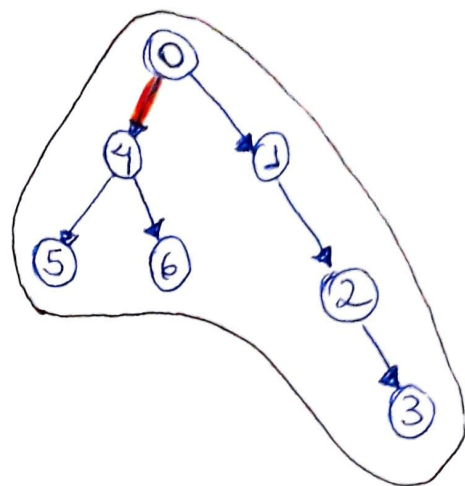
# Implementação 3 BFS

menor caminho (0,4)?



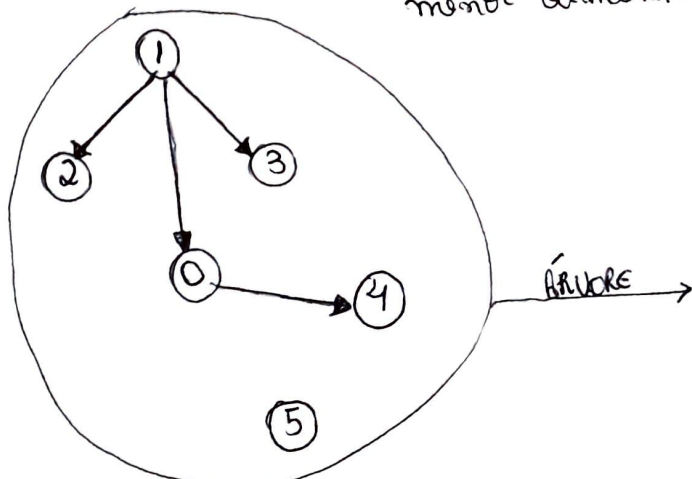
GD1

ÁRVORE →



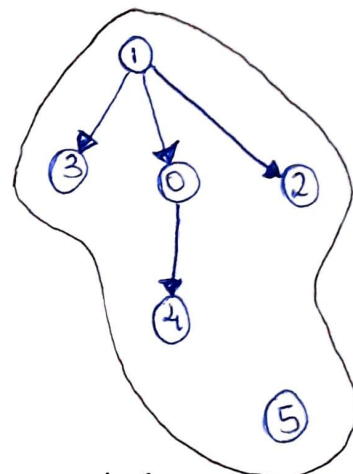
Caminho: 0-4

menor caminho (1,5)?



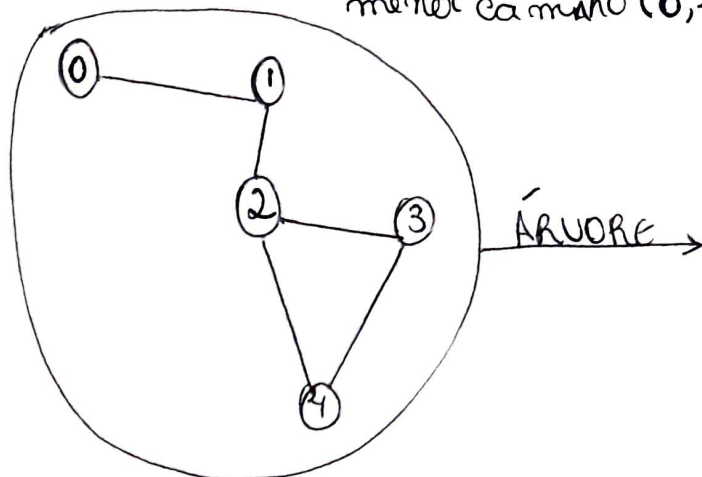
GD2

ÁRVORE →



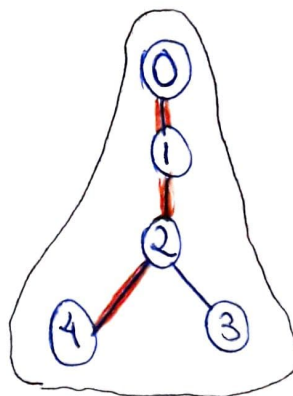
Não há!

menor caminho (0,4)?



GND

ÁRVORE →



caminho: 0-1-2-4