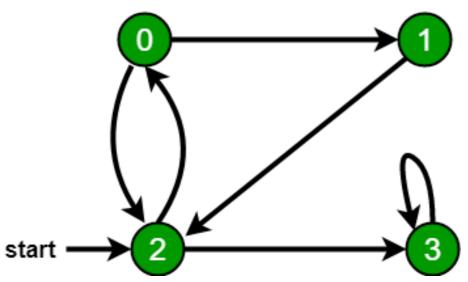
1.Breadth First Search(BFS)

Breadth First Traversal (or Search) for a graph is similar to Breadth First Traversal of a tree (See method 2 of this post). The only catch here is, unlike trees, graphs may contain cycles, so we may come to the same node again. To avoid processing a node more than once, we use a boolean visited array. For simplicity, it is assumed that all vertices are reachable from the starting vertex. For example, in the following graph, we start traversal from vertex 2. When we come to vertex 0, we look for all adjacent vertices of it. 2 is also an adjacent vertex of 0. If we don't mark visited vertices, then 2 will be processed again and it will become a non-terminating process. A Breadth First Traversal of the following graph is 2, 0, 3, 1.



Python3 Program to print BFS traversal
from a given source vertex. BFS(int s)
traverses vertices reachable from s.
from collections import defaultdict

This class represents a directed graph # using adjacency list representation class Graph:

```
# Constructor
def __init__(self):

# default dictionary to store graph
self.graph = defaultdict(list)
```

```
# function to add an edge to graph
  def addEdge(self,u,v):
     self.graph[u].append(v)
  # Function to print a BFS of graph
  def BFS(self, s):
     # Mark all the vertices as not visited
     visited = [False] * (len(self.graph))
    # Create a queue for BFS
     queue = []
     # Mark the source node as
     # visited and enqueue it
     queue.append(s)
     visited[s] = True
     while queue:
       # Dequeue a vertex from
       # queue and print it
       s = queue.pop(0)
       print (s, end = " ")
       # Get all adjacent vertices of the
       # dequeued vertex s. If a adjacent
       # has not been visited, then mark it
       # visited and enqueue it
       for i in self.graph[s]:
         if visited[i] == False:
            queue.append(i)
            visited[i] = True
# Driver code
# Create a graph given in
# the above diagram
g = Graph()
g.addEdge(0, 1)
g.addEdge(0, 2)
g.addEdge(1, 2)
g.addEdge(2, 0)
g.addEdge(2, 3)
g.addEdge(3, 3)
```

This code is contributed by Neelam Yadav