## DEPTH FIRST SEARCH

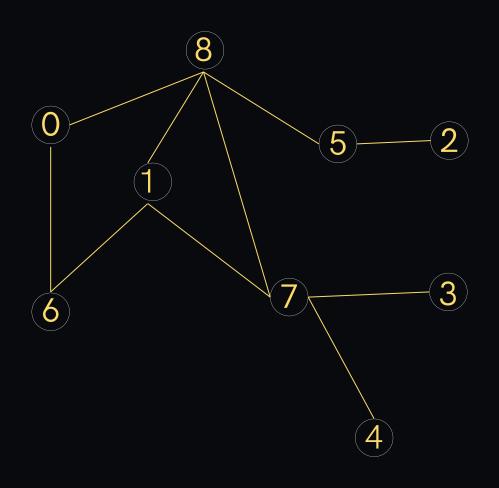
```
#include<bits/stdc++.h>
using namespace std;
void create_adjacency_list(int vertex, vector < pair < int, int >> & edges
,unordered_map<int,set<int>>&adj)
    cout<<"\nadjancency list for graph\n";</pre>
    for(auto it:edges)
        adj[it.second].insert(it.first);
    for(auto it:adj)
        cout<<it.first<<"->";
        for(auto x:it.second)
        cout<<endl;
void dfs(int vertex,unordered_map<int,set<int>>&adj
,vector<int>&DFS,int node,unordered_map<int,bool>&visit)
    DFS.push_back(node);
    visit[node]=1:
    for(auto it:adj[node])
    {
        if(!visit[it])
            dfs(vertex,adj,DFS,it,visit);
        }
int main()
{
    int vertex;
    cout<<"enter no. of vertices-->";cin>>vertex;
    vector<pair<int,int>>edges;
    cout<<"enter edges , press -1 -1 to quit\t";</pre>
    cout<<"\t-- USE 0 BASED INDEXING ---\n";</pre>
    while(x!=-1 \&\& y!=-1)
        if(x!=-1 \&\& y!=-1)
        edges.push_back(make_pair(x,y));
```

unordered\_map<int,set<int>>adj;

```
vector<int>DFS;
unordered_map<int,bool>visit;
for(int i=0;i<vertex;i++)
{
    DFS.clear();
    visit.clear();
cout<<"\nDFS Traversal for root as "<< i << "-->";
dfs(vertex,adj,DFS,i,visit);

for(auto x:DFS) cout<<x<<" ";
}</pre>
```

## INPUT GRAPH



## OUTPUT

```
enter no. of vertices-->9
enter edges , press -1 -1 to quit
0 8
1
 6
1
 7
18
5 8
6 0
7
 3
7
 4
8
 7
2 5
-1 -1
adjancency list for graph
2->5
4->7
3->7
5->2 8
```

7->1 3 4 8

1->6 7

5 7

6->0

8->0 1 0->6 8

DFS Traversal for root as 0-->0 6 1 7 3 4 DFS Traversal for root as 1-->1 6 0 DFS Traversal for root as 2-->2 5 8 DFS Traversal for root as 3-->3 

DFS Traversal for root as 5-->5 2 DFS Traversal for root as 6-->6 0 3 4 DFS Traversal for root as 7-->7 1 DFS Traversal for root as 8-->8 0 6 

DFS Traversal for root as 4-->4 7

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