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DFS Cycle undirected in C++
#include <bits/stdc++.h>
using namespace std;
class Solution {
 private:
  bool dfs(int node, int parent, int vis[], vector<int>
adj[]) {
     vis[node] = 1;
     // visit adjacent nodes
     for(auto adjacentNode: adj[node]) {
       // unvisited adjacent node
       if(!vis[adjacentNode]) {
          if(dfs(adjacentNode, node, vis, adj) == true)
             return true:
       // visited node but not a parent node
       else if(adjacentNode != parent) return true;
     return false;
 public:
  // Function to detect cycle in an undirected graph.
  bool isCycle(int V, vector<int> adj[]) {
    int vis[V] = \{0\};
    // for graph with connected components
    for(int i = 0; i < V; i++) {
       if(!vis[i]) {
         if(dfs(i, -1, vis, adj) == true) return true;
    return false:
  }
};
int main() {
  // V = 4, E = 2
  vector\leqint\geq adj[4] = {{}, {2}, {1, 3}, {2}};
  Solution obj;
  bool ans = obj.isCycle(4, adj);
  if (ans)
     cout << "1\n";
  else
     cout << "0 \n";
  return 0;
}
```

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Graph:
 1 -- 2 -- 3
Adj list:
adj[0] = {}
               // Node 0 (no connections)
                // Node 1 connected to Node 2
adj[1] = \{2\}
                // Node 2 connected to Nodes 1
adj[2] = \{1, 3\}
and 3
adj[3] = {2}
                 // Node 3 connected to Node
```

Dry Run

Step 1: Initialization

 $vis[] = {0, 0, 0, 0} (all nodes)$ unvisited initially).

Step 2: Check Nodes

- 1. Start with i = 0:
 - o vis[0] = 0 (unvisited), but adj [0] is empty (no neighbors), so skip.
- 2. Move to i = 1:
 - o vis[1] = 0 (unvisited), start a DFS from node 1.

DFS Traversal (from Node 1)

Node 1:

- Mark vis[1] = 1.
- Neighbors: 2.
- vis[2] = 0 (unvisited), call dfs(2, 1).

Node 2:

- Mark vis[2] = 1.
- Neighbors: 1, 3.
- 1 is the parent, so skip.
- vis[3] = 0 (unvisited), call dfs(3, 2).

Node 3:

- Mark vis[3] = 1.
- Neighbors: 2.
- 2 is the parent, so skip.
- Return false (no cycle detected in

