TASK -05

(i) For BFS:

visited = [o] * nodes queve = [] BFS (visited, graph, node, end_point): visited [int (node)-1] = 1 queue append (node) while queue not empty -> n ore V VW = POPL) print (vw) if vw = end-point:

For each neighbour of VW in greath > n/V if visited [int(neighbourn)-1]=0

Do visited [int (neighbourt)-1] < 1 Do queve - append (neighboute)

FOR LIST outdegree. V Total=V+E

102/VZ

For Matrix

BFS

.. Time complexity , for , Matruix = VXV = V2 Time complexity for, List = V+ E

(ii) For DFS. visited = [0] * V stack=[] def visit(stant) ---> o(E) visited [int (start)-1]=1 stack. append (stant) for node in graph [start]: if int (node) not in visited: visit (node) def finish DFS (finish) for node in graph ->o(v) if node not in visited: visit (note). Time complexity for, DFS Adj list = O(E)+O(V) =0(V+E)Time complexity for DFS Matrix - V2 Din DFS we will get to the victory road

Din DFS we will get to the victory toad faster. Because in BFS when we visit a node we visit all its adjacency nodes immediately we visit all its adjacency nodes immediately after that for example, in BFS Ash will first of the that cerulian city then he will visit both visit cerulian city then he will visit both laven der et fown and viridian city. But in laven der et fown and viridian city. But in PFS he will only visit one of them to get to victory road faster.