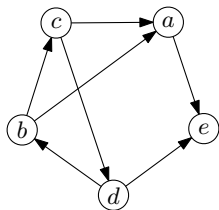
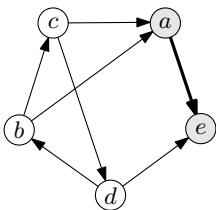


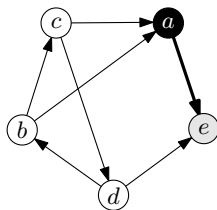
initialising all  
nodes WHITE



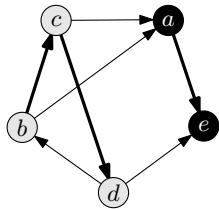
**visit(a)** and visit WHITE  
neighbour  $e$ ,  $\text{pred}[e] \leftarrow a$



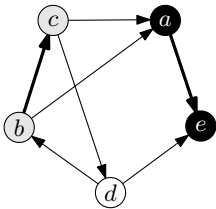
$a$  has no WHITE neighbour,  
colour  $a$  BLACK



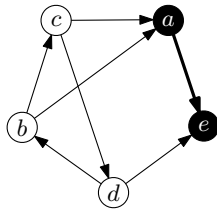
choose GREY  $c$ , visit WHITE  
neighbour  $d$ ,  $\text{pred}[d] \leftarrow c$



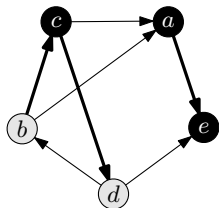
**visit(b)** and visit WHITE  
neighbour  $c$ ,  $\text{pred}[c] \leftarrow b$



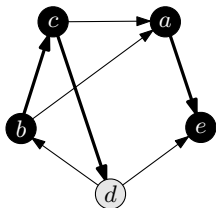
$e$  has no WHITE neighbour,  
colour  $e$  BLACK



choose GREY  $c$ , no WHITE  
neighbour, colour  $c$  BLACK



choose GREY  $b$ , no WHITE  
neighbour, colour  $b$  BLACK, ...



search forest **pred**  
(solid arcs)

