Lab Assignment 10

Graphs

1. Write a program to represent a graph using adjacency matrix/list and perform basic operations like degree (in/out) of a vertex, adjacent vertices, number of edges, etc.

2. Write a program to implement breadth first search algorithm.

3. Write a program to implement depth first search algorithm.

4. Write a program to implement kruskal's minimum spanning tree algorithm.

5. Write a program to implement prim's minimum spanning tree algorithm.

6. Write a program to implement Dijkstra's shortest path algorithm.