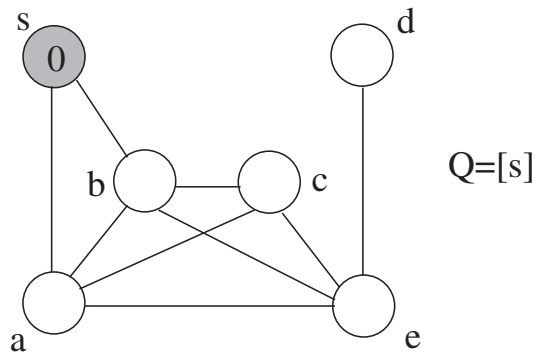
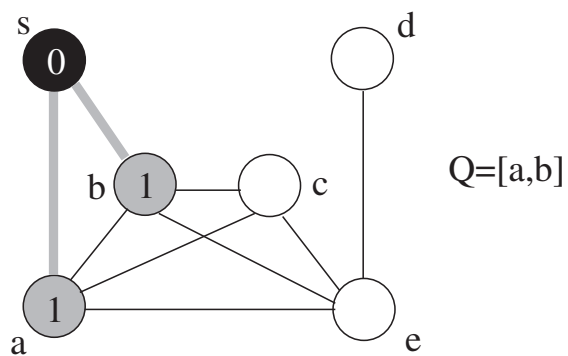


p = predecessor  
 d = distance from s  
 inf = infinite

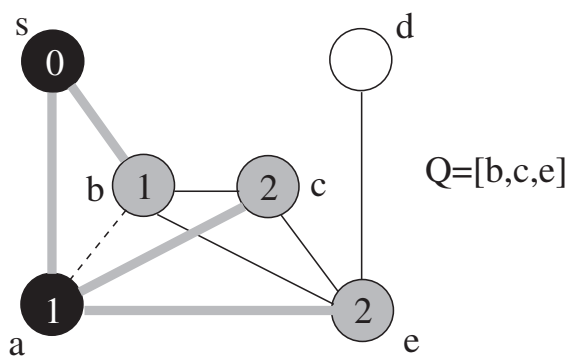
## BFS Example



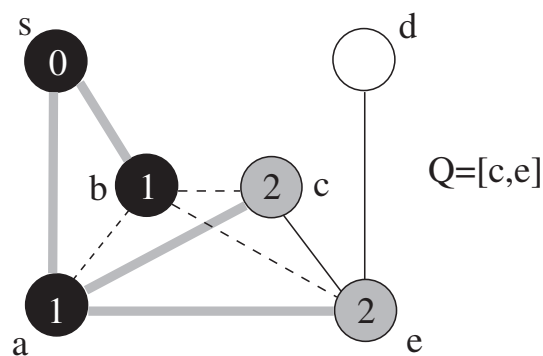
v	adjacent	d	p	color
s	a,b	0	nil	gray
a	s,b,c,e	inf	nil	white
b	s,a,c,e	inf	nil	white
c	b,a,e	inf	nil	white
d	e	inf	nil	white
e	a,b,c,d	inf	nil	white



v	adjacent	d	p	color
s	a,b	0	nil	black
a	s,b,c,e	1	s	gray
b	s,a,c,e	1	s	gray
c	b,a,e	inf	nil	white
d	e	inf	nil	white
e	a,b,c,d	inf	nil	white

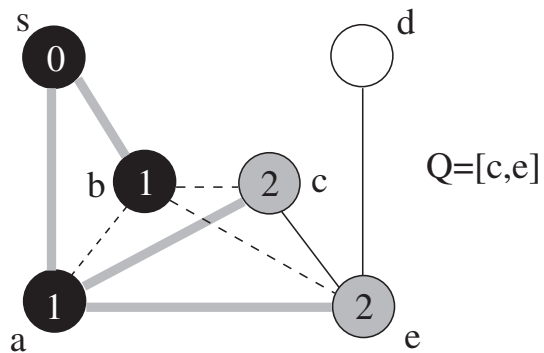


v	adjacent	d	p	color
s	a,b	0	nil	black
a	s,b,c,e	1	s	black
b	s,a,c,e	1	s	gray
c	b,a,e	2	a	gray
d	e	inf	nil	white
e	a,b,c,d	2	a	gray

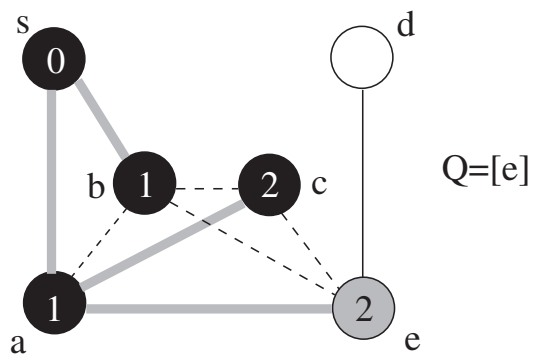


v	adjacent	d	p	color
s	a,b	0	nil	black
a	s,b,c,e	1	s	black
b	s,a,c,e	1	s	black
c	b,a,e	2	a	gray
d	e	inf	nil	white
e	a,b,c,d	2	a	gray

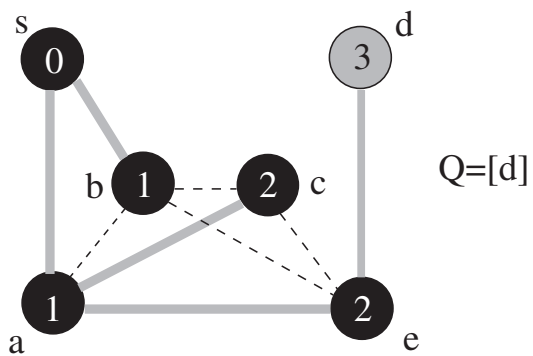
## BFS Example Continued



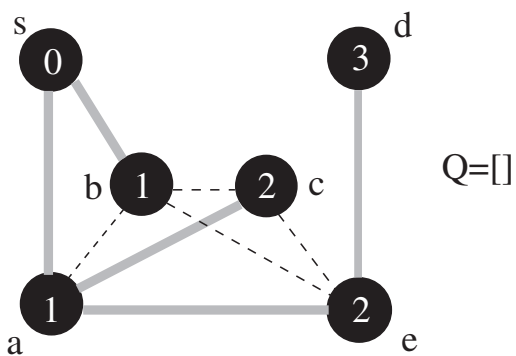
v	adjacent	d	p	color
s	a,b	0	nil	black
a	s,b,c,e	1	s	black
b	s,a,c,e	1	s	black
c	b,a,e	2	a	gray
d	e	inf	nil	white
e	a,b,c,d	2	a	gray



v	adjacent	d	p	color
s	a,b	0	nil	black
a	s,b,c,e	1	s	black
b	s,a,c,e	1	s	black
c	b,a,e	2	a	black
d	e	inf	nil	white
e	a,b,c,d	2	a	gray



v	adjacent	d	p	color
s	a,b	0	nil	black
a	s,b,c,e	1	s	black
b	s,a,c,e	1	s	black
c	b,a,e	2	a	black
d	e	3	e	grey
e	a,b,c,d	2	a	black



v	adjacent	d	p	color
s	a,b	0	nil	black
a	s,b,c,e	1	s	black
b	s,a,c,e	1	s	black
c	b,a,e	2	a	black
d	e	3	e	black
e	a,b,c,d	2	a	black