## BFS DFS ABAIAJ section

**Graph Data Structure** is a collection of **nodes**. Nodes are connected by **edges**. Edges represent connection between nodes.

Directed graph:

You can go from node A to B, but not B to A. Arrow will be present.

Undirected graph:

You can go from B to A and also from B to A. Arrow is absent.

BFS is a graph traversal algorithm that explores all the neighbours of a node before moving on to their neighbours.

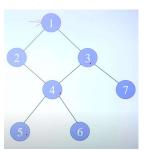
DFS is a graph traversal algorithm that explores as far as possible along each branch before backtracking.

## **Graphs Traversal**

To traverse a Graph means to start in one vertex, and go along the edges to visit other vertices until all vertices, or as many as possible, have been visited.

2 techniques: BFS (Breadth first search), DFS (depth first search)

Queue ->



**BFS Algorithm** 

Push the starting node into the queue and mark it as visited.

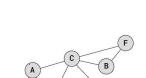
While the queue is not empty, repeat:

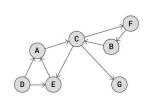
- Remove an element (node) from the front of the queue.
- Process the node (if required). Print 15
- Push all its unvisited neighboring nodes into the queue and mark them as visited.

Print -1 2 3 4 7.56.

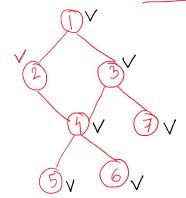
Iterative DFS Algorithm (Using a Stack)

- 1. Push start element in stack and print it.
- 2. Repeat till stack is not empty:
  - a. See the top element in stack.
  - b. If all its neighbours have been visited, remove the top item from stack.
  - c. Else push one of its unvisited neighbours and continue the process.





Show > FILO/LIFO



Iterative DFS Algorithm (Using a Stack)

1. Push start element in stack and print it. Mark it visited.

- 2. Repeat till stack is not empty:

  3. See the top element in stack.

  3. If the see the top element in stack.

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  4. If the see the top element in stack. item from stack.
  - c. Else push one of its unvisited neighbours, mark it visited, print it and continue the process.

top=2x3/48481

Print: 2134567

AtoB

Undirection

