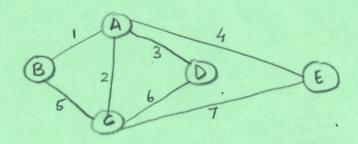


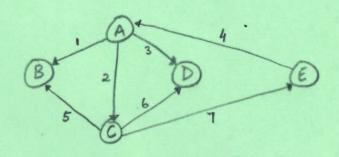
Part 1. B1s\_travessal: Get stalting vertice Print starting vertice discoresed by None. Add starting realize to discovered and queue white False six of quew Table Get working vertice through organie quist Add vertice to discovered? and queue For all incident edges of working paint how it was discovered. Got vertice on appoint end has the folse Tell restice been de discovered? End program

## GRAPHS

## UNDIRECTED :



## DIRECTED :



## RESPONSIBILITIES

- NIRDESH BHANDARI
- bfs\_traversal(self)
- SIDDHARTH SUDHEER
- remove-vertex(self,v), remove-edge(self,e), print-graph(self), test-code

Problems encountered:

- Understanding how the restrices and their incidentedges are stored in a set of dictionary and keys values
- (2) Exteasing relevant positions of edges and restires
  for the methods required
- 3 Error ratching and statement coverage.
- a Understanding how the subclasses work inorder, to make the most out of given methods.

We learned a lot from each other, especially how to work as a team. And how to integrate each other's work. We set up a git repo so it would be easy for us to work on it, and commit our changes. We also learnt from each other, the different styles of how we write code, and it was interesting to see each other's perspective on, why we wrote the code the way we did. Overall, it was good to work in a team