

Grafiuri

$$G = (N, A)$$

↓
noduri ↘
arce

Arbore N noduri
→ $N-1$ muchii

Graf Complet

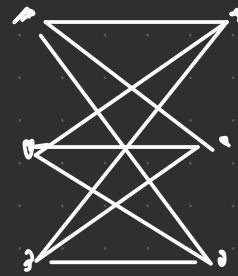


Graf Planar

(fără intersecții de muchii)

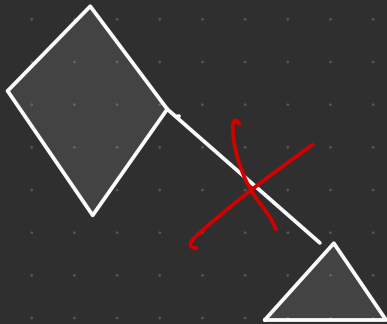


Graf Bipartit



Articulația unui

Graf



TDA

$G=(N,A)$

\rightarrow

$N = \{1, 2, 3, \dots\}$

$A = \{(1,2), (2,3), (1,4), \dots\}$

- init

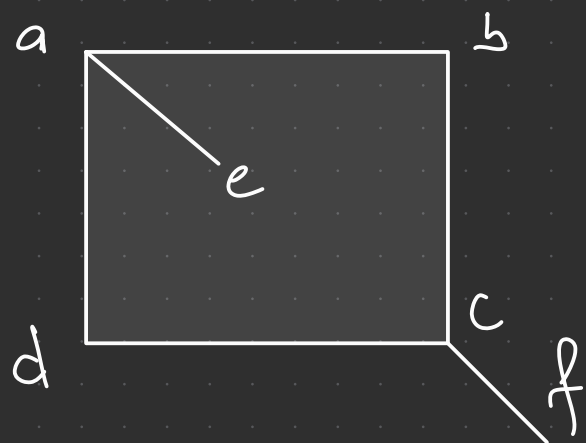
- add / mod. / sterge

mod

arc

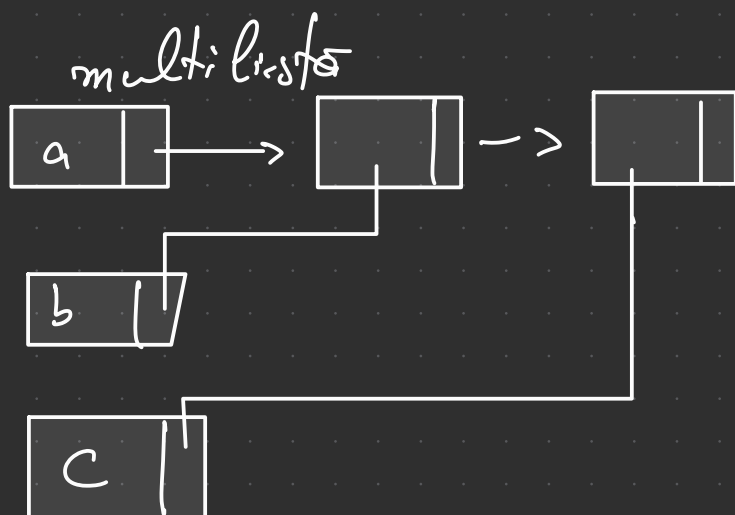
- traverse :

- afisare vizuala



$a \rightarrow b \rightarrow d \rightarrow e \rightarrow \frac{1}{e}$
 $b \rightarrow a \rightarrow c \rightarrow \frac{1}{a}$
 $c \rightarrow b \rightarrow d \rightarrow f \rightarrow \frac{1}{f}$

lista



Matrice de adiacență

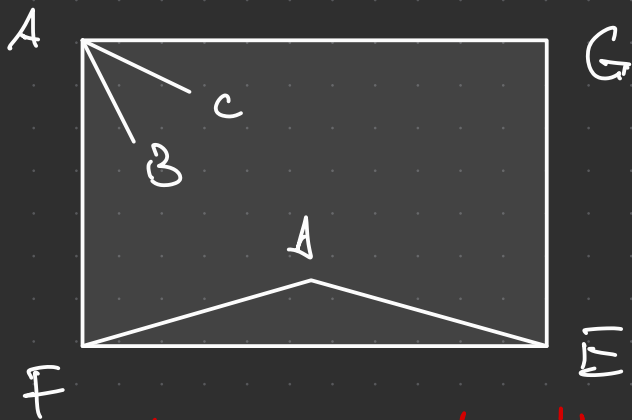
	a	b	c	d	e	f
a	0	1	0	1	1	0
b	1	0				
c	0		0			
d	1			0		
e	1				0	
f	0					0

simetrico
 (orientat)

$i \rightarrow j$

$$a[i][j] = 1$$

$$a[j][i] \neq 1$$



DFS depth First Search

A B C F D E G

BFS Breadth FS

A B C F G D E

$dfs(G, x)$

pt. fiecare vecin al lui x
dacă vecin este neviz.

marchează ca viz

$dfs(vecin)$



G
F
C
B

177
67
17
C

F
D
G
F

E
J
G
G

E

E

└─

finis → adăncime
coorță → cuprindere

Componentele Conexe

void General DFS (G)

pt fiecare nod din G

dacă nod este vizitat

pa (G , nod)

Comp-Connex
++

pct. de articulare \rightarrow General DFS pt.

Graf din care scoatem un nod