

BFS

Question 1

In an office, when someone learns a rumor, they tell all their immediate desk neighbors in 1 hour. Given a seating chart as a graph where edges represent who sits next to whom, find how many hours it takes for a rumor to spread to everyone in the office starting from person X.

Example:

	A	B	C	D	E
A	[0	1	1	0	0]
B	[1	0	0	1	0]
C	[1	0	0	0	1]
D	[0	1	0	0	0]
E	[0	0	1	0	0]

Answer: 2 hours

Question 2

You have a family tree starting from a grandparent. You need to find how many people are at a specific generation level.

For example:

	Grandpa	Dad	Uncle	You	Sister	Cousin
Grandpa	[0	1	1	0	0	0]
Dad	[0	0	0	1	1	0]
Uncle	[0	0	0	0	0	1]
You	[0	0	0	0	0	0]
Sister	[0	0	0	0	0	0]
Cousin	[0	0	0	0	0	0]

```
Grandpa
 /  \
Dad   Uncle
 /  \      \
You Sister Cousin
```

Given the family tree and a level number, count how many people are at that level.

DFS

Question 1: Underground Tunnel Escape

You're trapped in an underground bunker with 7 rooms. Some rooms have tunnels connecting them. The exit is in Room 7. The matrix shows tunnel connections.

Example:

	R1	R2	R3	R4	R5	R6	R7
R1	[0	1	1	0	0	0	0]
R2	[1	0	0	1	0	0	0]
R3	[1	0	0	0	1	0	0]
R4	[0	1	0	0	0	0	0]
R5	[0	0	1	0	0	1	0]
R6	[0	0	0	0	1	0	1]
R7	[0	0	0	0	0	1	0]

You're in Room1. Can you escape through Room7? If yes, find one possible escape path.

Answer: Yes, path: R1 → R3 → R5 → R6 → R7

Question 2:

You're in a building with connected rooms. Starting from the entrance, explore all rooms you can reach and list them.

Example:

	Entrance	Hall	Kitchen	Bedroom	Bathroom
Entrance	[0	1	1	0	0]
Hall	[1	0	0	1	0]
Kitchen	[1	0	0	0	1]

Bedroom [0 1 0 0 0]

Bathroom [0 0 1 0 0]

Entrance connects to Hall and Kitchen

Hall connects to Bedroom

Kitchen connects to Bathroom

If you start from Entrance, you can reach: Entrance, Hall, Kitchen, Bedroom, Bathroom (5 rooms total)

Another example:

Entrance connects to Hall

Kitchen connects to Bathroom(make the matrix on your own)

If you start from Entrance, you can reach: Entrance, Hall (2 rooms total) (Kitchen and Bathroom are unreachable)

Given a starting room, find all rooms you can visit.