



<https://algorithms.tutorialhorizon.com/breadth-first-searchtraversal-in-a-graph/>

1. Implement the following graph data-structure.

```
class Graph
{
    int ** graph;
public:
    int vertices;
    int edges;
    Graph(int v);
    ~Graph();
    void addEdge(int u, int v);
    int * getAdjacentVertices(int u);
};
```

2. Implement a Circular Queue with the following skeleton.

```
class Queue
{
    int * q;
    //declare additional variables
public:
    Queue(int queue_length);
    void enqueue(int val);
    int dequeue();
    int isEmpty();
};
```

3. Implement the following BFS pseudocode.

```
BFS (G, s)                                //G = graph and s = source node
    let Q be queue.
    Q.enqueue(s)                          //Inserting s in queue until all
                                          //its neighbour vertices are marked.

    mark s as visited.
    while (Q is not empty)
        //Removing that vertex from queue,
        //whose neighbour will be visited now
        v = Q.dequeue()
        //processing all the neighbours of v
        for all neighbours w of v in Graph G
            if w is not visited
                Q.enqueue(w)              //Stores w in Q to further
                                          //visit its neighbour
                mark w as visited.
```

Source: <https://www.hackerearth.com/practice/algorithms/graphs/breadth-first-search/tutorial/>

4. Print the BFS traversal of the graph shown in the first page.
5. Modify the algorithm in (3) to implement the following pseudocode.

```
BFS(G, s)
1  for each vertex  $u \in V[G] - \{s\}$ 
2      do  $color[u] \leftarrow WHITE$ 
3           $d[u] \leftarrow \infty$ 
4           $\pi[u] \leftarrow NIL$ 
5   $color[s] \leftarrow GRAY$ 
6   $d[s] \leftarrow 0$ 
7   $\pi[s] \leftarrow NIL$ 
8   $Q \leftarrow \emptyset$ 
9  ENQUEUE(Q, s)
10 while  $Q \neq \emptyset$ 
11     do  $u \leftarrow DEQUEUE(Q)$ 
12         for each  $v \in Adj[u]$ 
13             do if  $color[v] = WHITE$ 
14                 then  $color[v] \leftarrow GRAY$ 
15                      $d[v] \leftarrow d[u] + 1$ 
16                      $\pi[v] \leftarrow u$ 
17                     ENQUEUE(Q, v)
18      $color[u] \leftarrow BLACK$ 
```

6. Replace the adjacency matrix in (1) with adjacency list. (Use linked list)