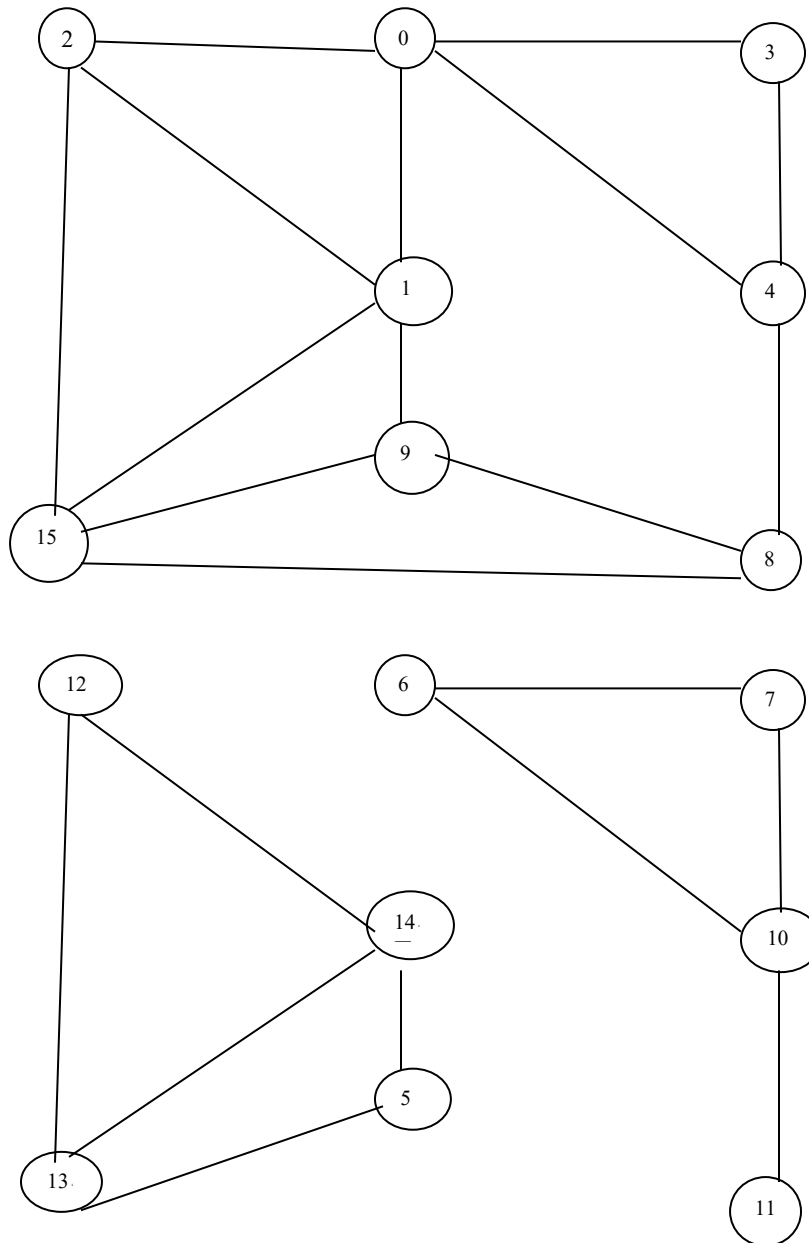


# Programming Assignment - 12

## Undirected graphs

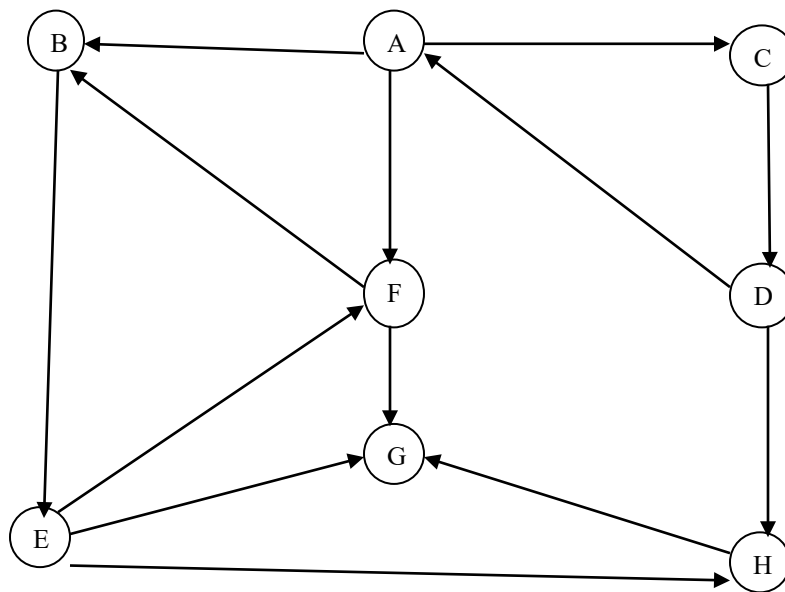
### 1) Undirected Graphs



Use the above graph for the following questions. whenever there's a choice of vertices pick the one that is numerically smaller first. Classify each edge as a tree edge or a back edge, and give **pre** and **post** number of each vertex.

- 1) Draw, in the style of the figure in the text (page 524), the adjacency lists built by Graph's input stream constructor for the graph presented above.
- 2) Show, in the style of the figure on page 533, a detailed trace of the call `dfs(0)` for the above graphs. Also, draw the tree represented by `edgeTo[]`.
- 3) Draw the tree represented by `edgeTo[]` after the call `bfs(G, 0)` in Algorithm 4.2 for the above graph.
- 4) Show, in the style of the figure on page 545, a detailed trace of CC for finding the connected components in the above graph.
- 5) Show, in the style of the figures in this section, a detailed trace of Cycle for finding a cycle in the above graph.

## 2) Directed Graphs



Use the above graph for the following questions. Whenever there's a choice of vertices pick the one that is alphabetically first.

- 1) Draw, in the style of the figure in the text, the adjacency lists built by Graph's input stream constructor for the graph presented above.
- 2) Show, in the style of the figures in the text, a detailed trace of the call `dfs(A)` for the above graphs. Also, draw the tree represented by `edgeTo[]`. Classify each edge as a tree edge or a back edge, and give **pre** and **post** number of each vertex.

- 3) Draw the tree represented by `edgeTo[]` after the call `bfs(G, A)` for the above graph.
- 4) Show, in the style of the figures on text, a detailed trace of strong components for finding the strongly-connected components in the above graph.

### 3) Strongly-Connected Components

Run a strongly connected components algorithm on the following directed  $G$ . Whenever there is a choice of vertices to explore, always pick the one that is alphabetically first. Start from vertex  $A$ . Show the trace at every step as shown in the textbook.

