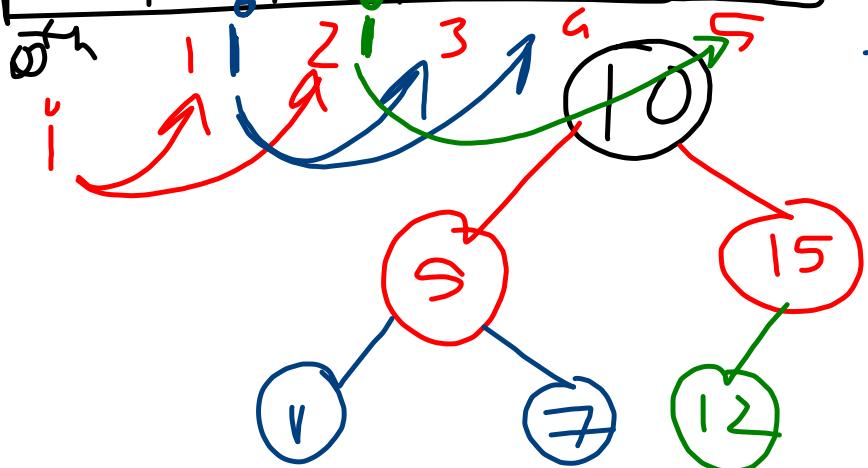
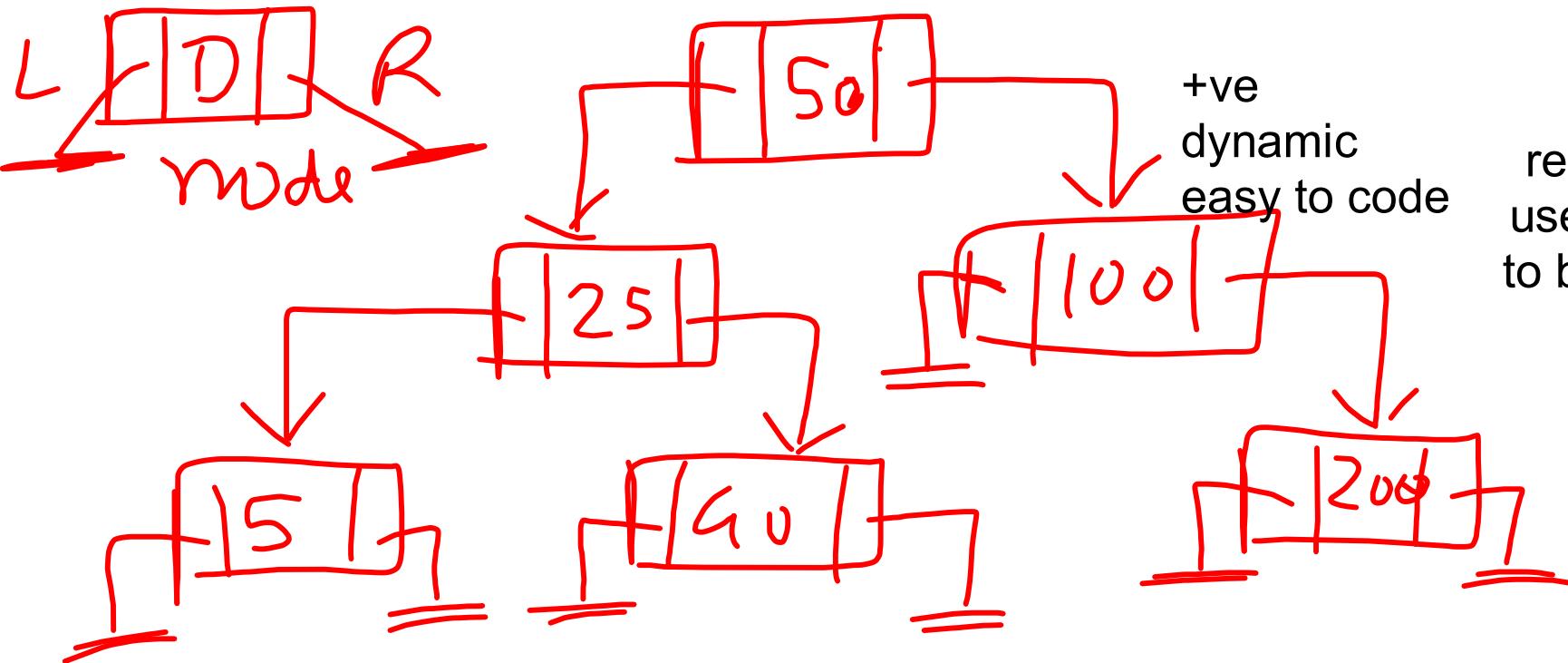


10	5	15	1	7	12
----	---	----	---	---	----



+ve
static
simple
easy to
code

Dis
-Static \rightarrow fixed
size
-Flat structure
to access
Tree (Slow)

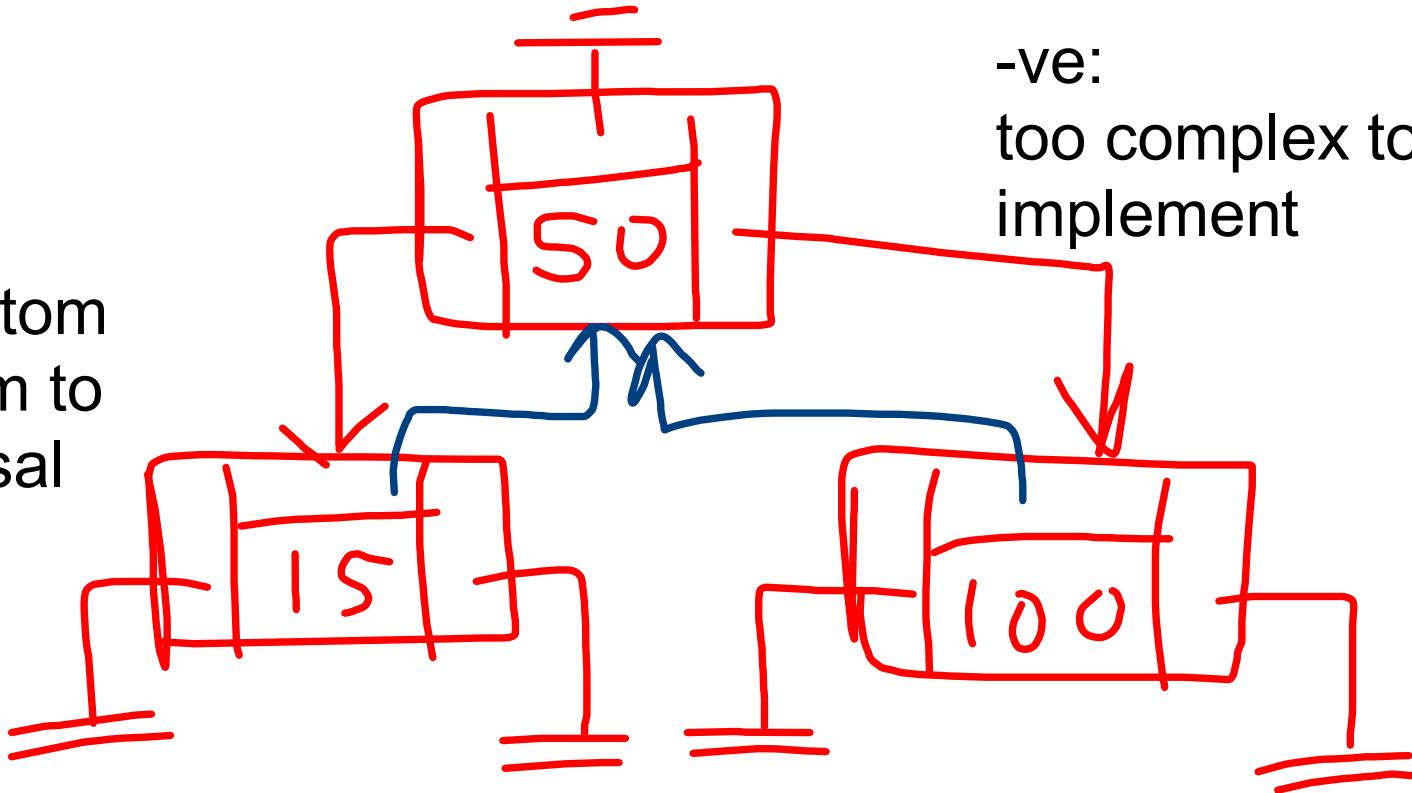


+ve
dynamic
easy to code

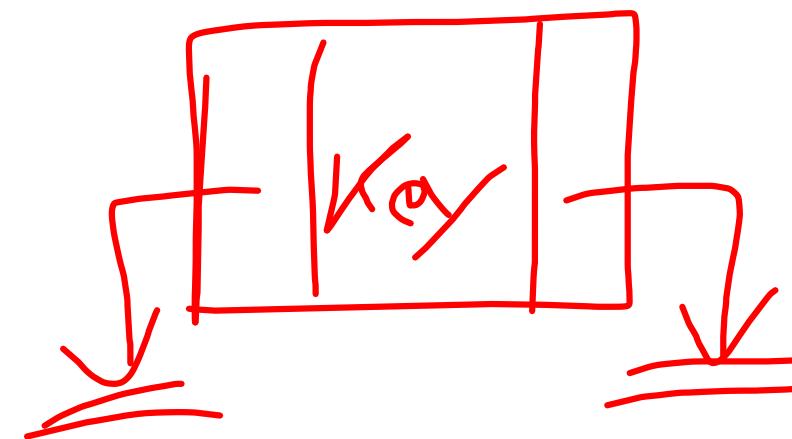
-ve
recursion to be
used as only top
to bottom access
possible

+ve
-dynamic
-top to bottom
and bottom to
top traversal
possible

-ve:
too complex to
implement



```
10
11 class Node
12 {
13     int key;
14     Node left, right;
15
16     public Node(int item)
17     {
18         key = item;
19         left = right = null;
20     }
21 }
22 public class Treemain {
23     private Node root;
```





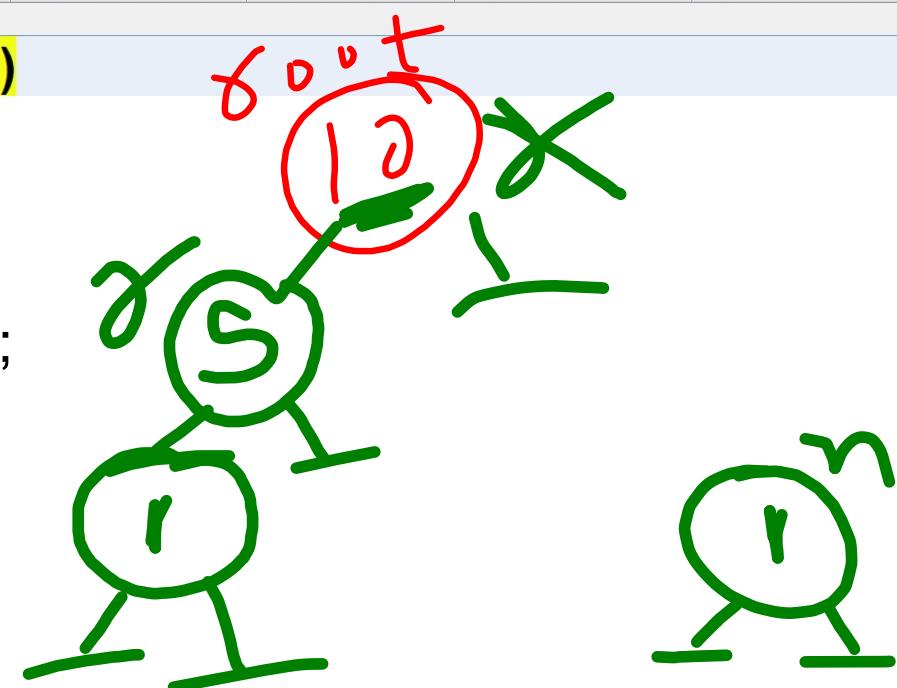
...va Treemain.java x GraphDemo.java x StackDemo.java x QueueLinearDemo.java x CircularQueueDemo.java x PriorityQueueDemo.java x LinkedListLinear.java x DynamicStackDemo.java x DynamicQueueDemo.ja..

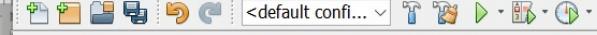
Source History

```
public void insert(Node r,Node n)
```

```
{  
    if (root==null)  
    { root=n; }  
    else  
    {  
        if(n.key<r.key)  
        {  
            if(r.left==null)  
                r.left=n;  
            else  
                insert(r.left,n);  
        }  
        else
```

```
insert(10,1);  
insert(5,1);
```





...va Treemain.java x GraphDemo.java x StackDemo.java x QueueLinearDemo.java x CircularQueueDemo.java x PriorityQueueDemo.java x LinkedListLinear.java x DynamicStackDemo.java x DynamicQueueDemo..

Source History

Navigator Services Files

Projects

Output

Services

Files

Projects

Output

Services

Files

Projects

Output

Services

Files

Projects

Output

Services

Files

Projects

Output

Services

Files

Projects

Output

Services

Files

Projects

Output

Services

Files

Projects

Output

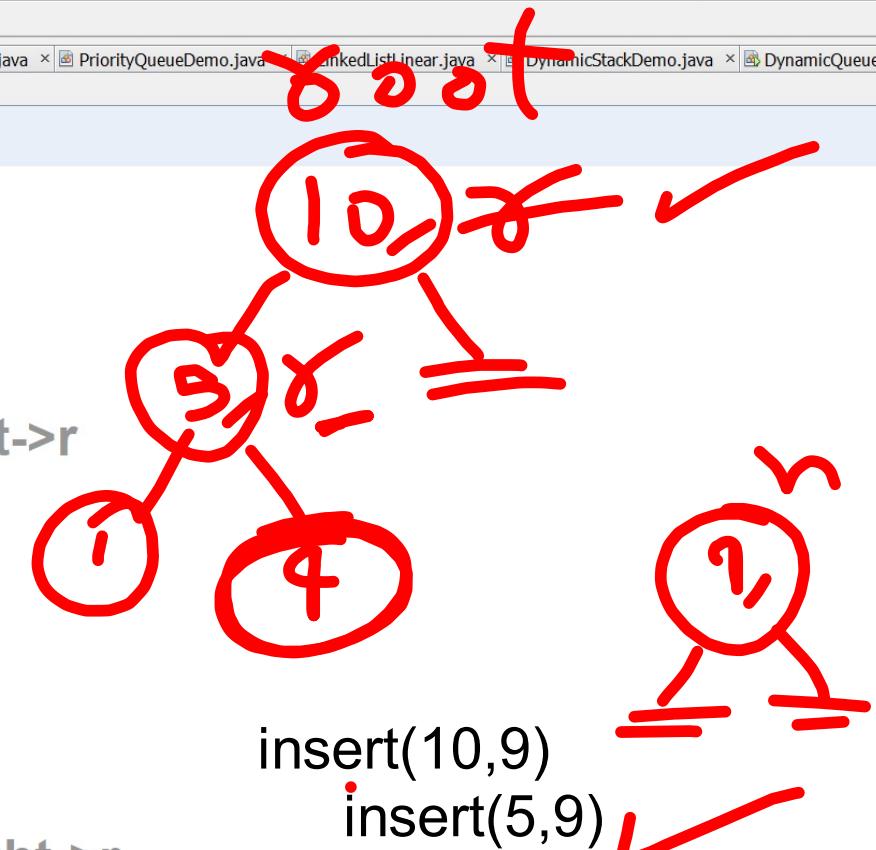
Services

Files

Projects

Output

```
if(n.key<r.key)
{
    if(r.left==null)
        r.left=n;
    else
        insert(r.left,n); //-->r.left->r
}
else
{
    if(r.right==null)
        r.right=n;
    else
        insert(r.right,n); //r->right->r
}
```





...v Treemain.java x GraphDemo.java x StackDemo.java x QueueLinearDemo.java x CircularQueueDemo.java x PriorityQueueDemo.java x LinkedListLinear.java x DynamicStackDemo.java x DynamicQueueDemo..

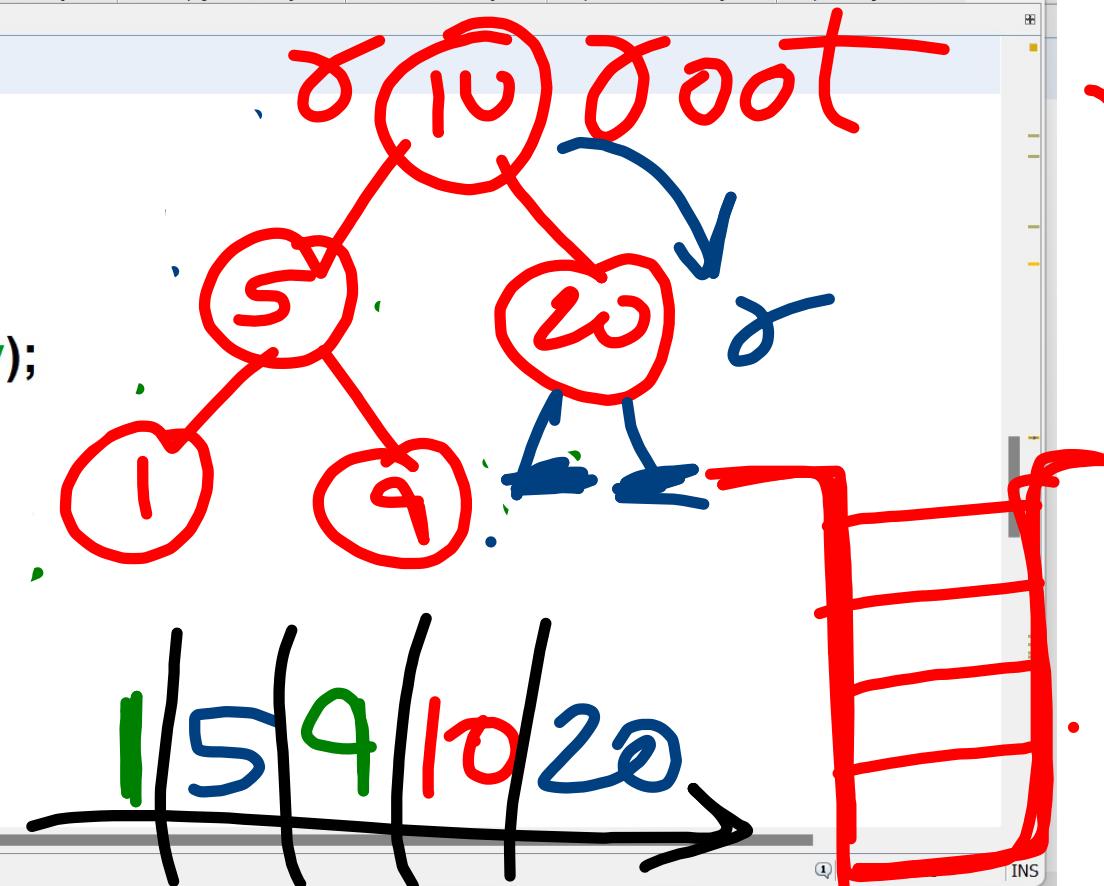
Source History

public void inorder(Node r)

```
52  
53     if(r!=null)  
54     {  
55         inorder(r.left);  
56         System.out.println(r.key);  
57         inorder(r.right);  
58     }  
59  
60 }
```

public void counter(Node r)

```
62  
63     if(r!=null)  
64     {
```

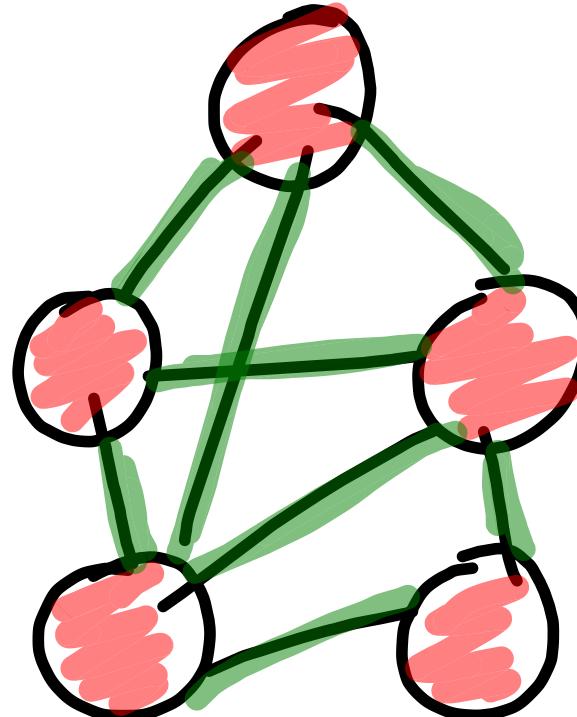


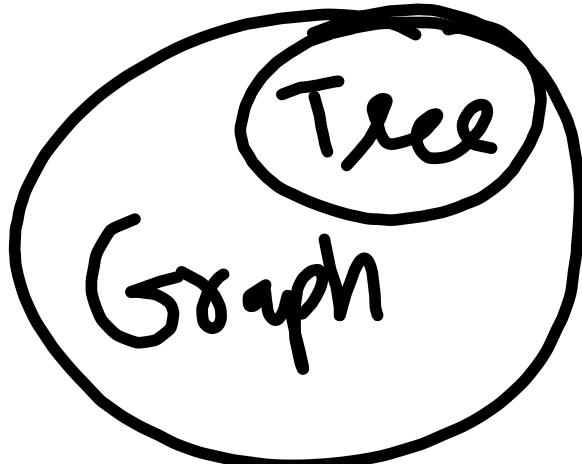


```
public void counter(Node r)
{
    if(r!=null)
    {
        counter(r.left);
        // if(r.left==null && r.right==null)
        Treemain.c++;
        counter(r.right);
    }
}
```

Graph is

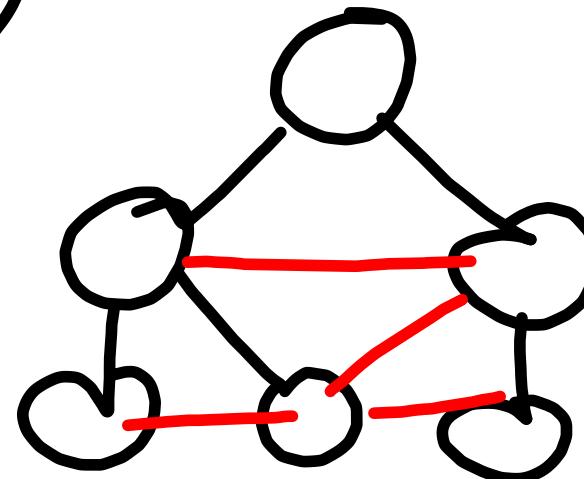
- A data structure that consists of a set of nodes (vertices) and a set of edges that relate the nodes to each other.
- The set of edges describes relationships among the vertices.
- A graph G is defined as follows:
- $G=(V,E)$
- $V(G)$: a finite, nonempty set of vertices
- $E(G)$: a set of edges (pairs of vertices)

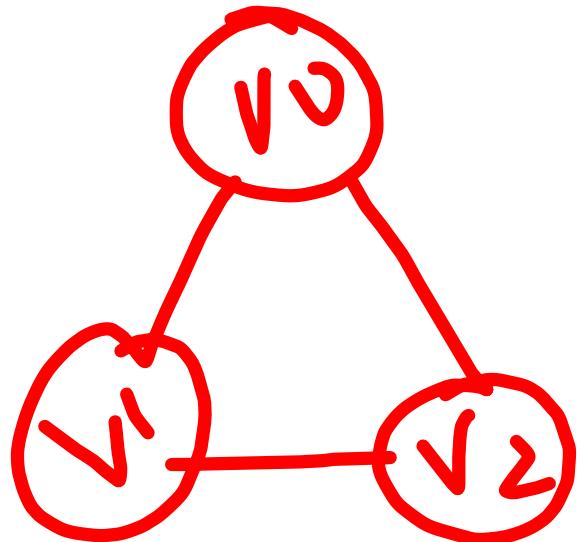




every tree is a graph
but every graph is not tree.

a graph without cycle can be called tree



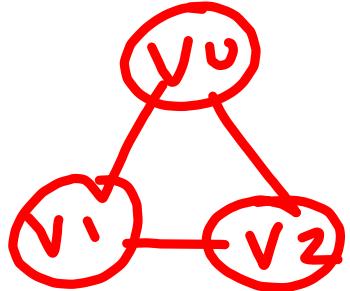
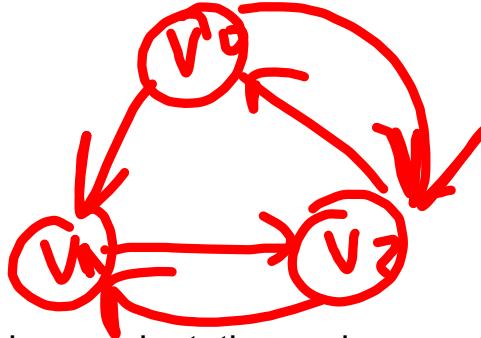
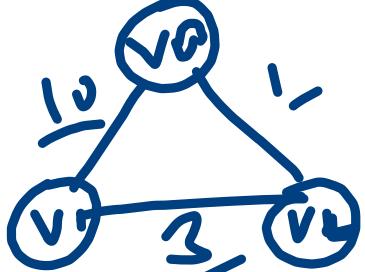
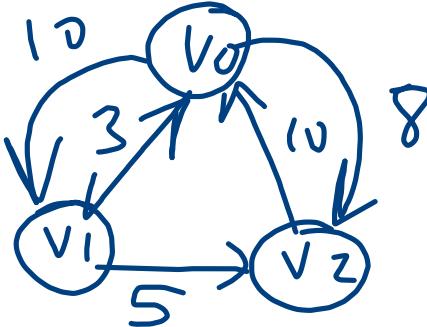


$G(V, E)$

$V = \{v_0, v_1, v_2\}$

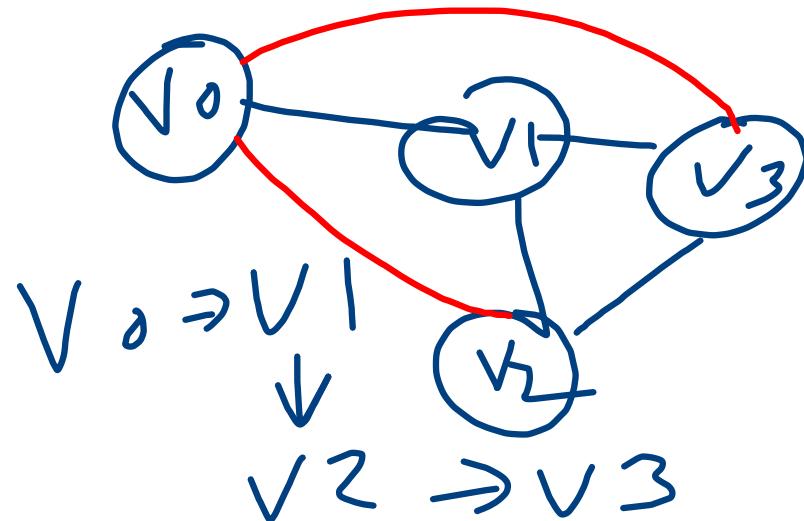
$E = \{(v_0, v_1), (v_1, v_2), (v_2, v_0)\}$

Types

	UNDIRECTED	DIRECTED
UNWEIGHTED	 <p>basic connectivity</p>	 <p>shows orientation and connectivity</p>
WEIGHTED	<p>any unit that can be used to take decisions</p> 	

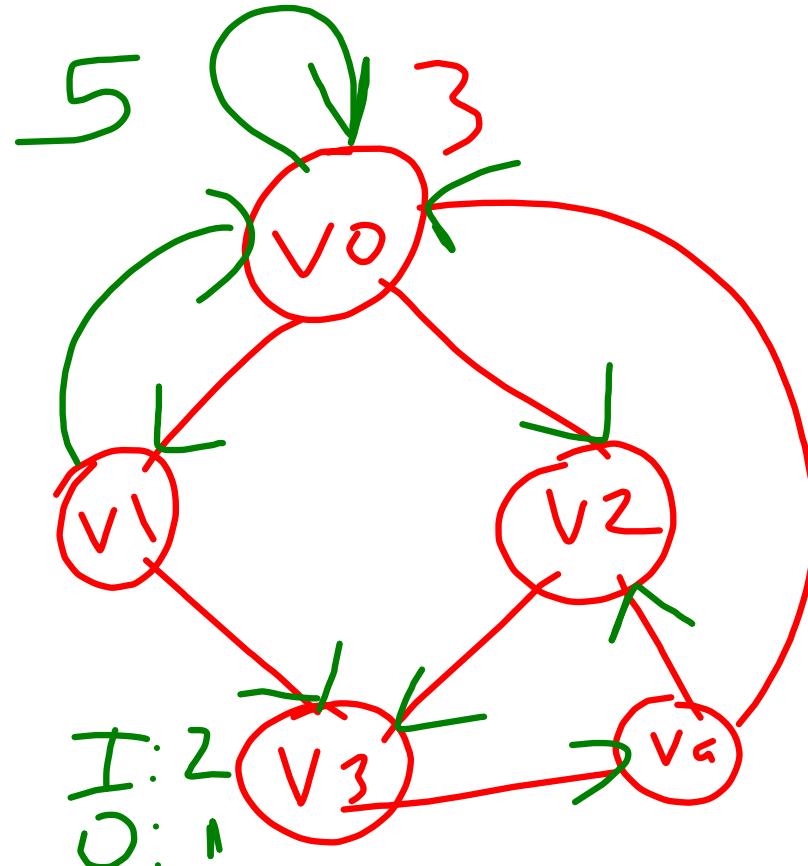
Terminologies

- **Adjacent nodes:** two nodes are adjacent if they are connected by an edge
- **Path:** a sequence of vertices that connect two nodes in a graph
- A simple path is a path in which all vertices, except possibly in the first and last, are different.
- Complete graph: a graph in which every vertex is directly connected to every other vertex.
- A cycle is a simple path with the same start and end vertex.

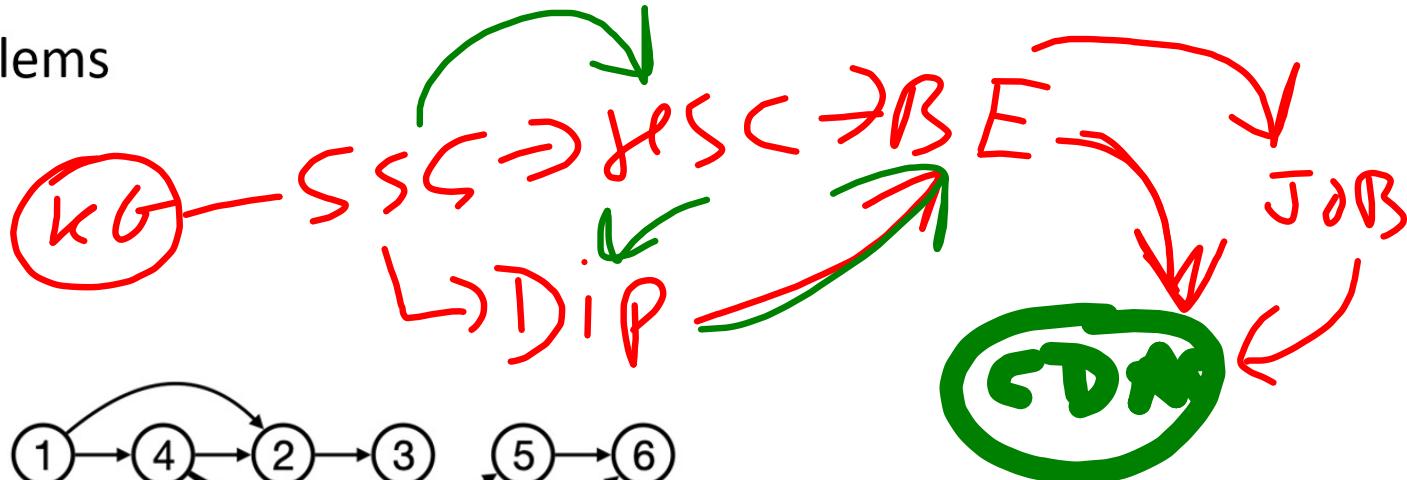
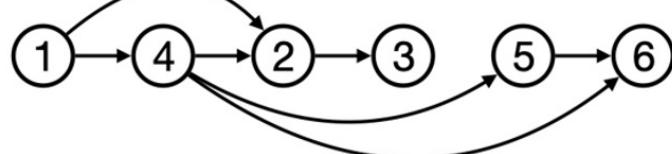
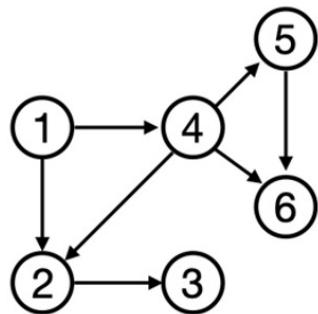


Terminologies

- A cycle is a simple path with the same start and end vertex.
- The degree of vertex / is the no. of edges incident on vertex.
- Directed graphs are strongly connected if there is a path from any one vertex to any other.
- Directed graphs are weakly connected if there is a path between any two vertices, ignoring direction

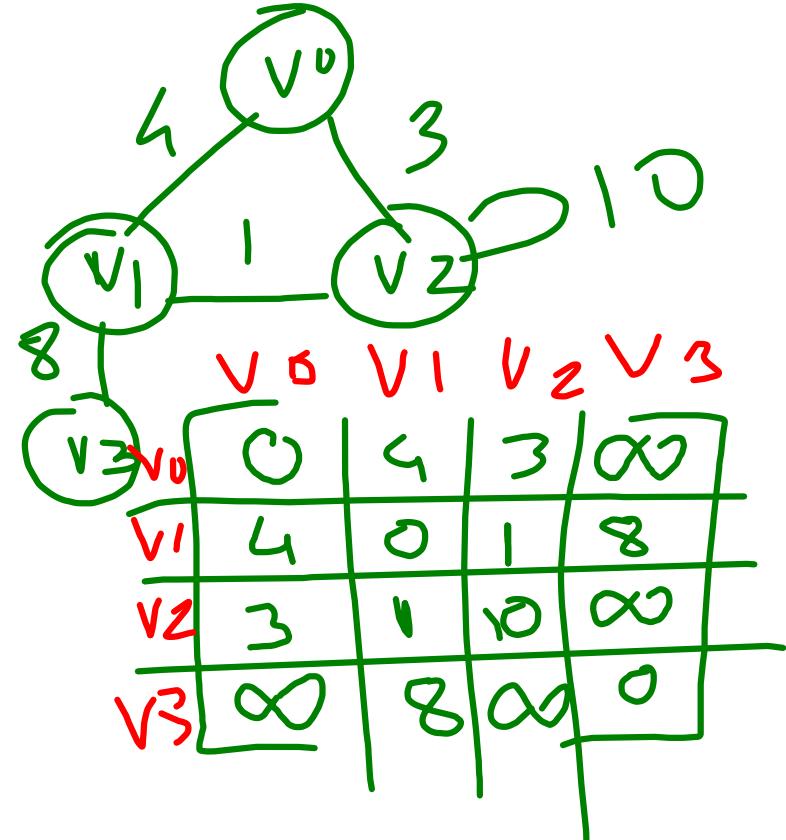


- Handling flow problems
- Topological sort



Graph representation

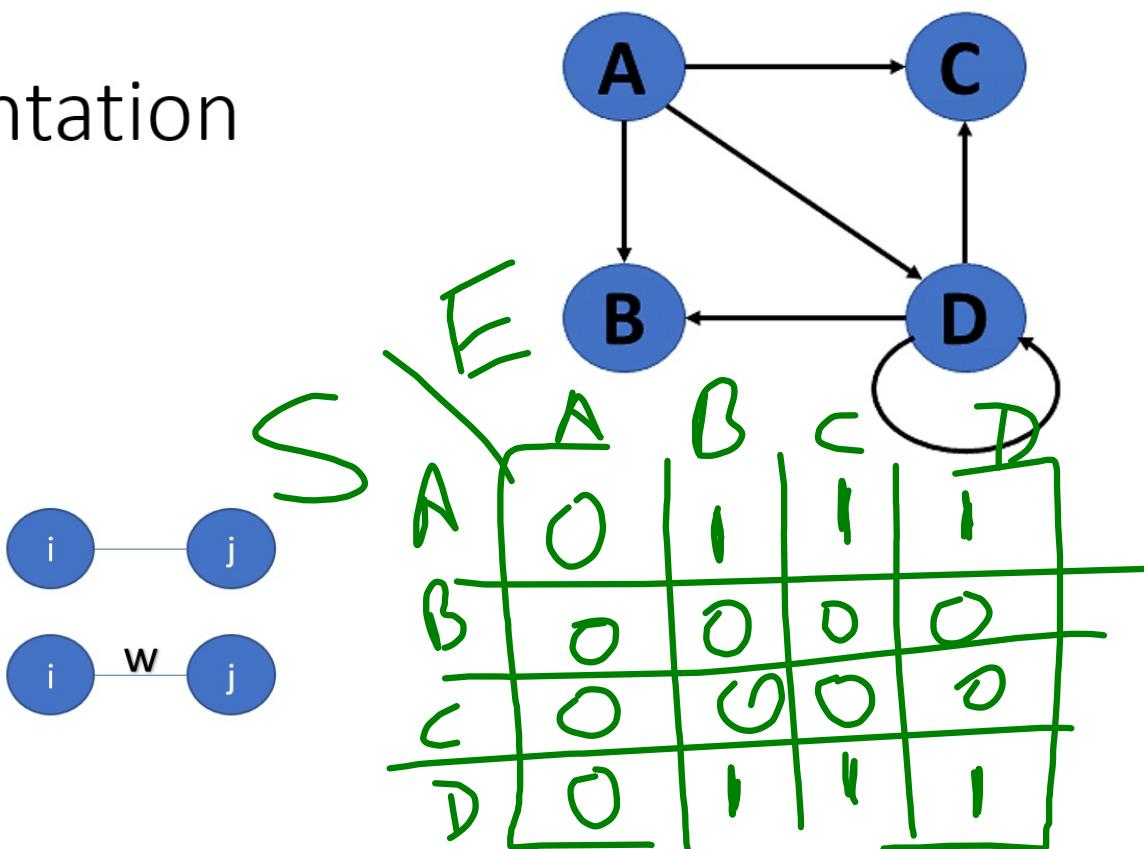
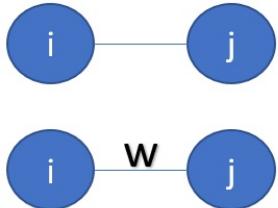
- Adjacency matrix
 - $V \times V$ matrix(storage of $v \times v$)
 - Static
 - Easy
 - To fill if unweighted
 - $\text{AdjMat}[i][j]=1/0$
 - To fill if weighted
 - $\text{AdjMat}[i][j]=w/\infty$



Graph representation

- Adjacency matrix

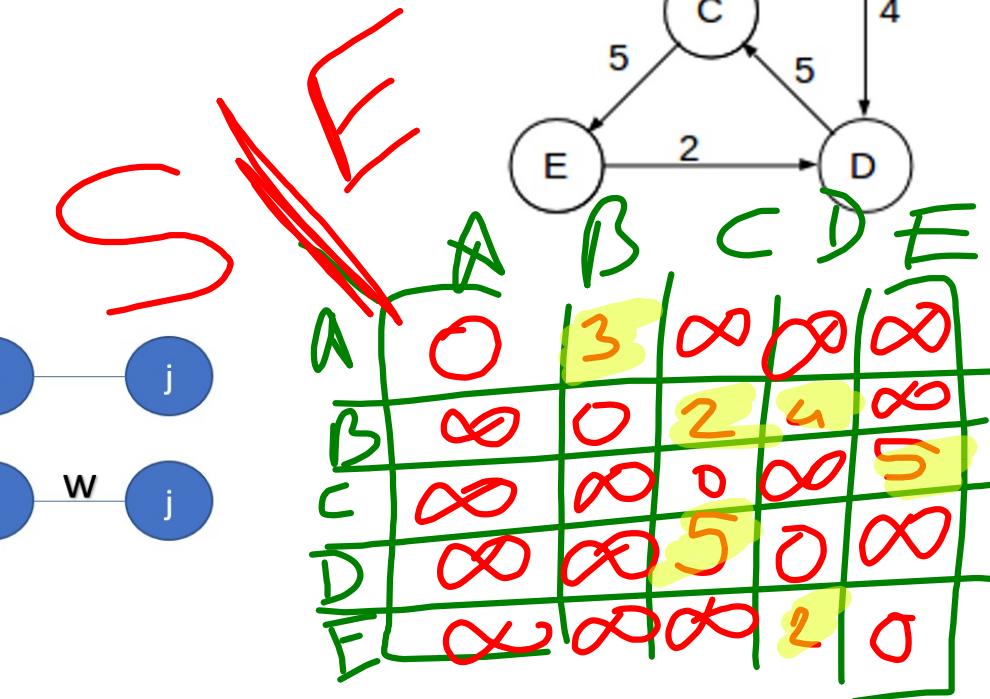
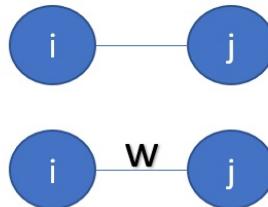
- $V \times V$ matrix
- Static
- Easy
- To fill if unweighted
- $\text{AdjMat}[i][j]=1/0$
- To fill if unweighted
- $\text{AdjMat}[i][j]=w/\infty$



Graph representation

- Adjacency matrix

- V x V matrix
- Static
- Easy
- To fill if unweighted
- AdjMat[i][j]=1/0
- To fill if unweighted
- AdjMat[i][j]=w/ ∞

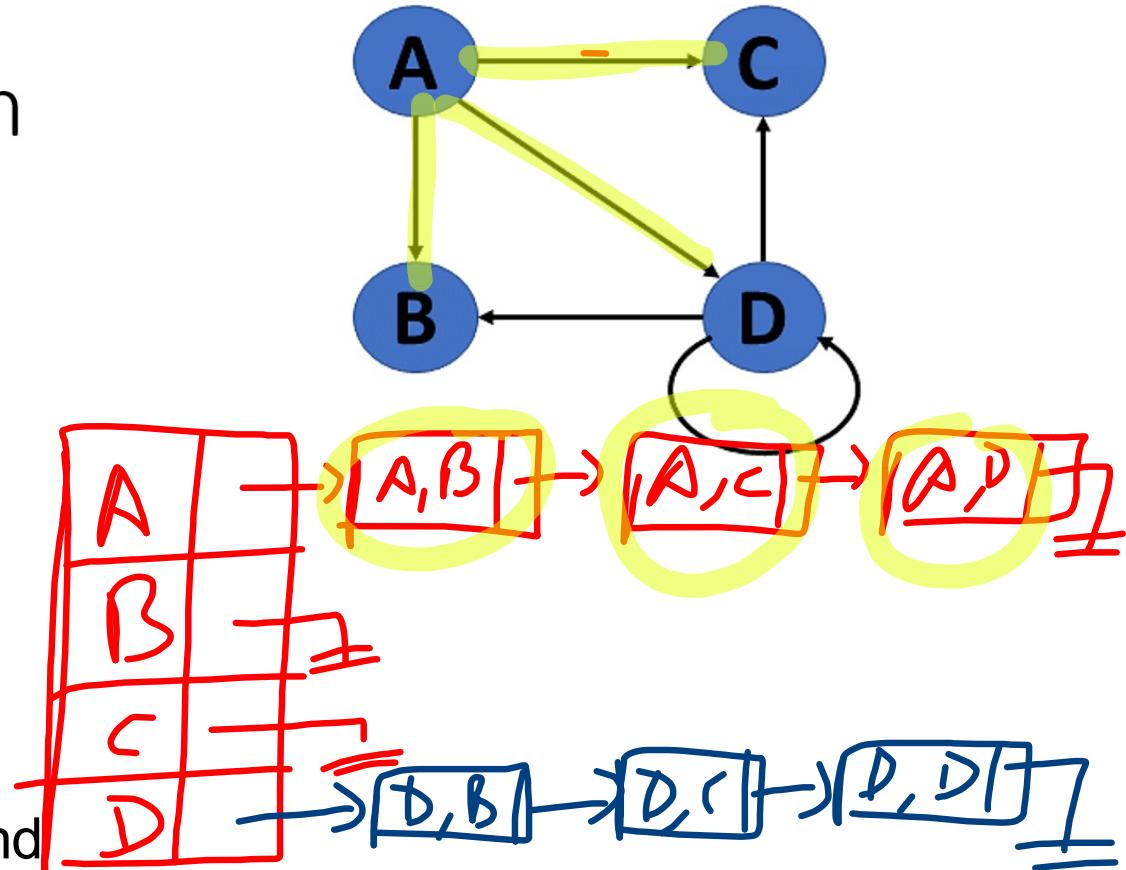


Graph representation

- Adjacency List
 - Array of linked list
 - Each node is an edge
 - Can grow or shrink with need
 - Storage of $(v+e)$

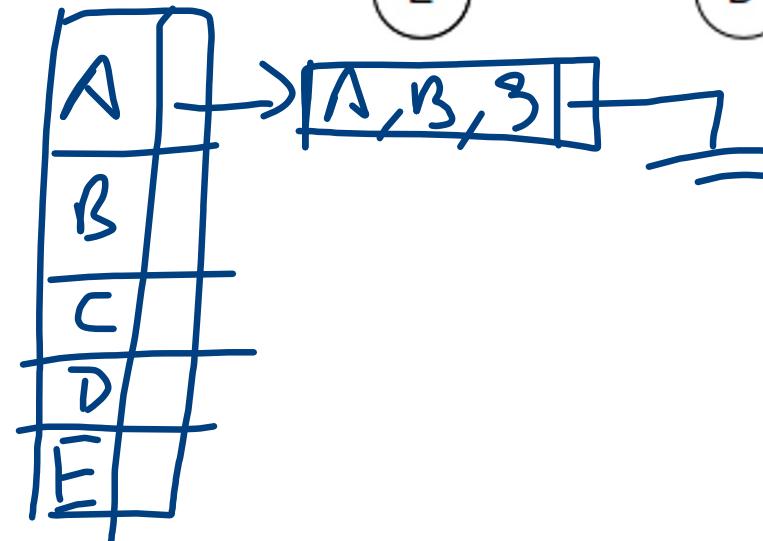
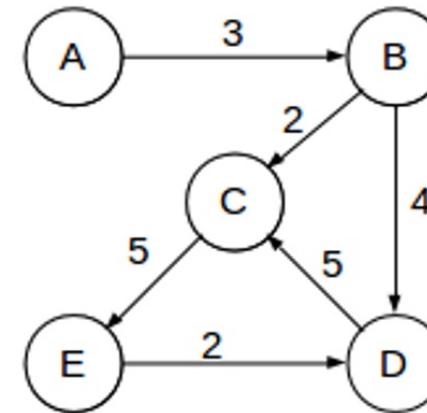
+ve: dynamic and uses space effectively

-ve: too complex to code and use



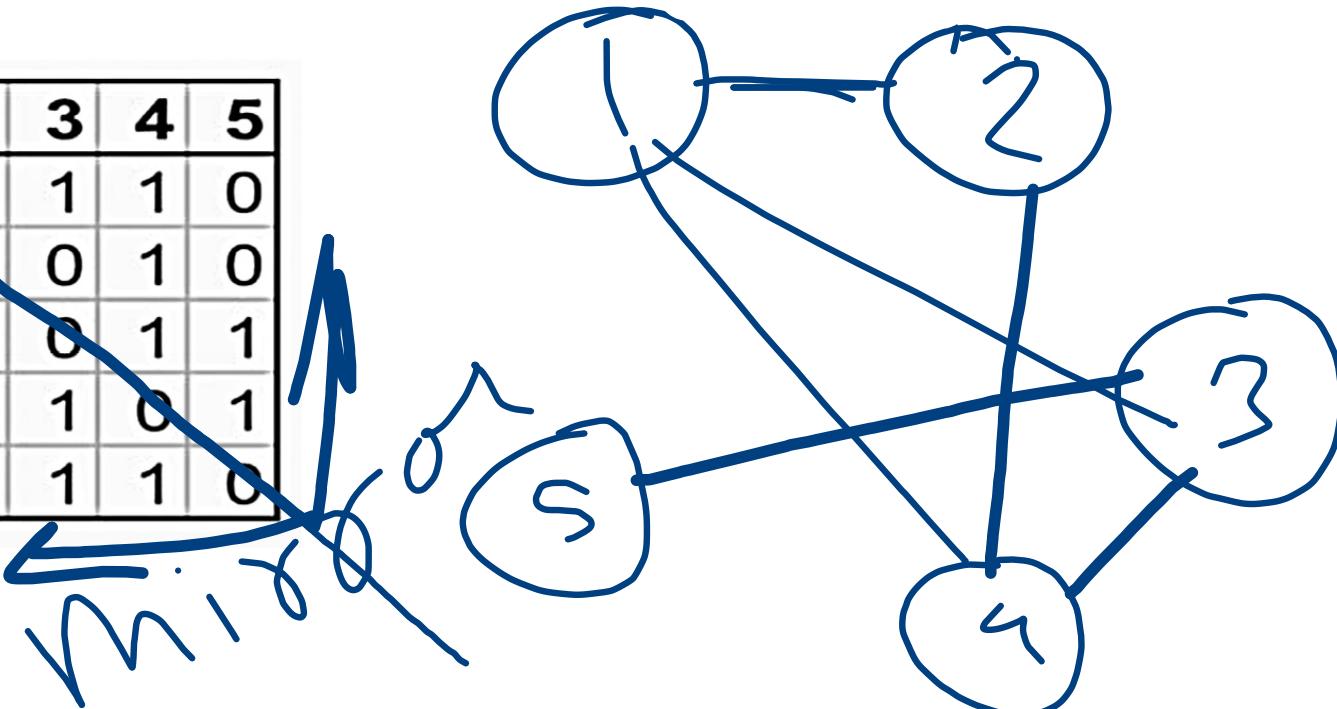
Graph representation

- Adjacency List
 - Array of linked list
 - Each node is an edge
 - Can grow or sharing with need



Create a Graph

	1	2	3	4	5
1	0	1	1	1	0
2	1	0	0	1	0
3	1	0	0	1	1
4	1	1	1	0	1
5	0	0	1	1	0



Graph Searching

- BFS → horizontal
- DFS

Vertical

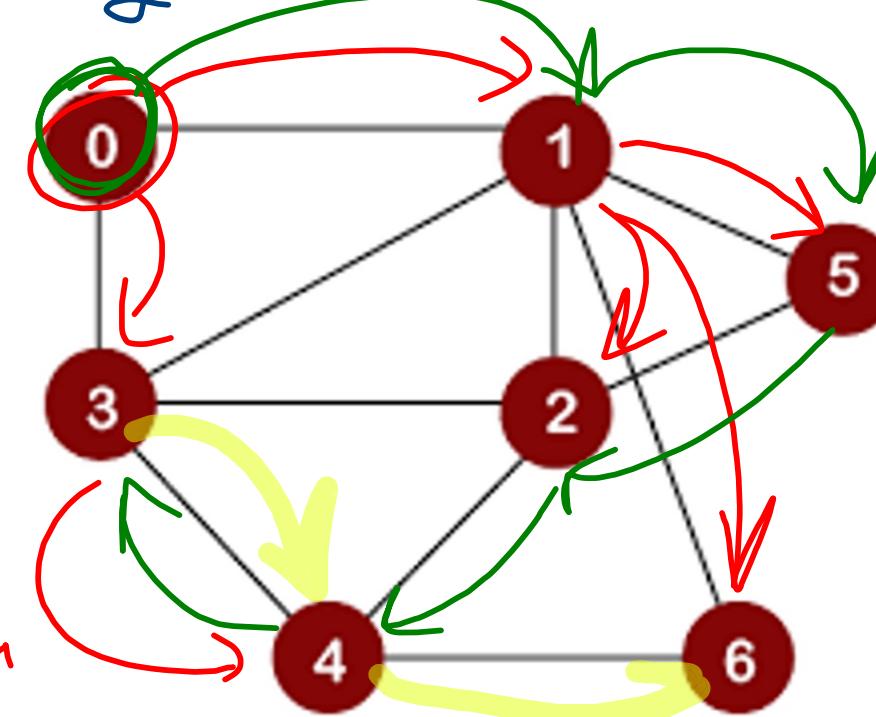
|

Stack

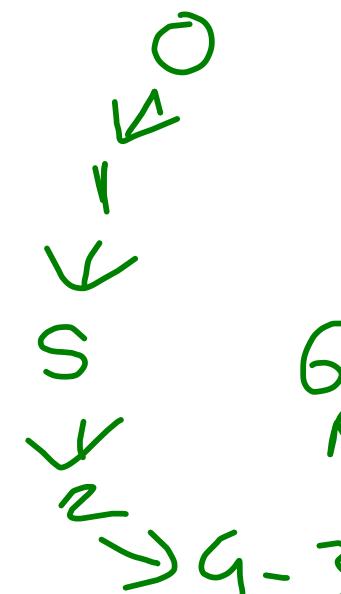


BFS

queue

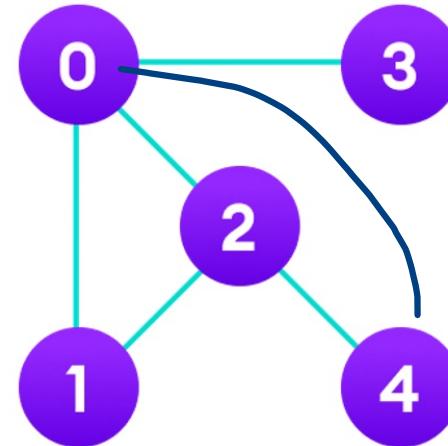


DFS



BFS

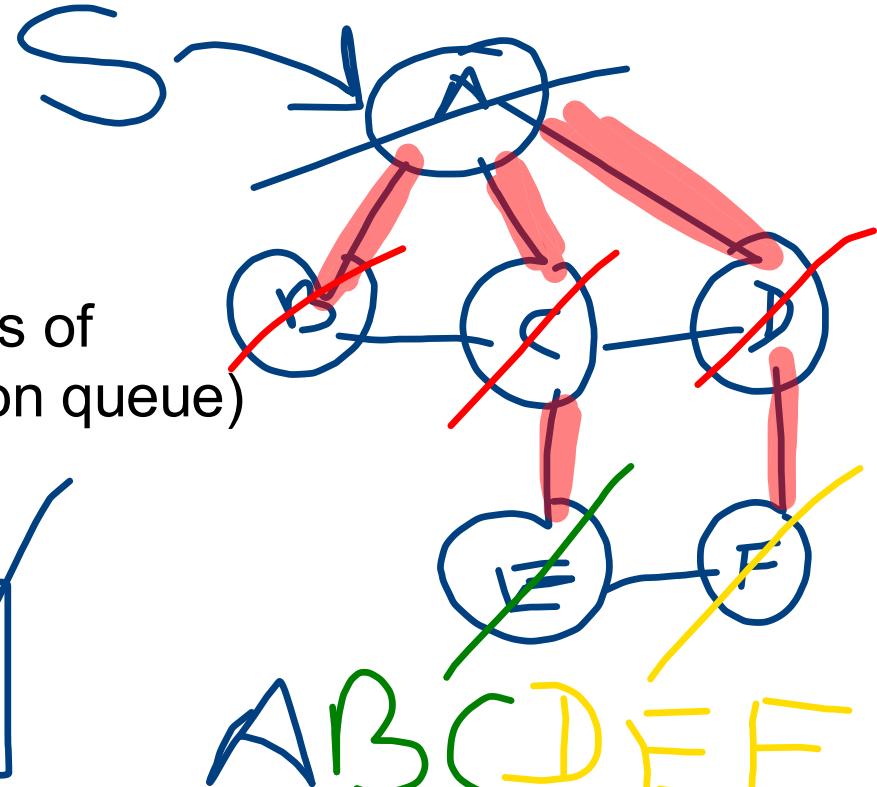
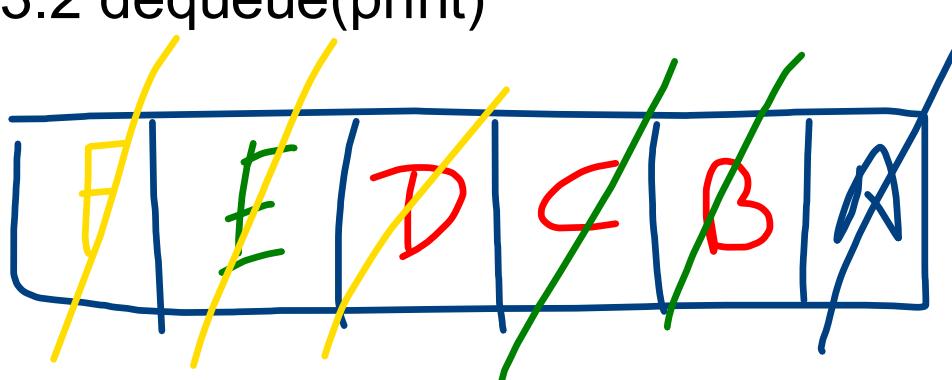
1. Start by putting any one of the graph's vertices at the back of a queue.
2. Take the front item of the queue and add it to the visited list.
3. Create a list of that vertex's adjacent nodes. Add the ones which aren't in the visited list to the back of the queue.
4. Keep repeating steps 2 and 3 until the queue is empty.



BFS:(queue)

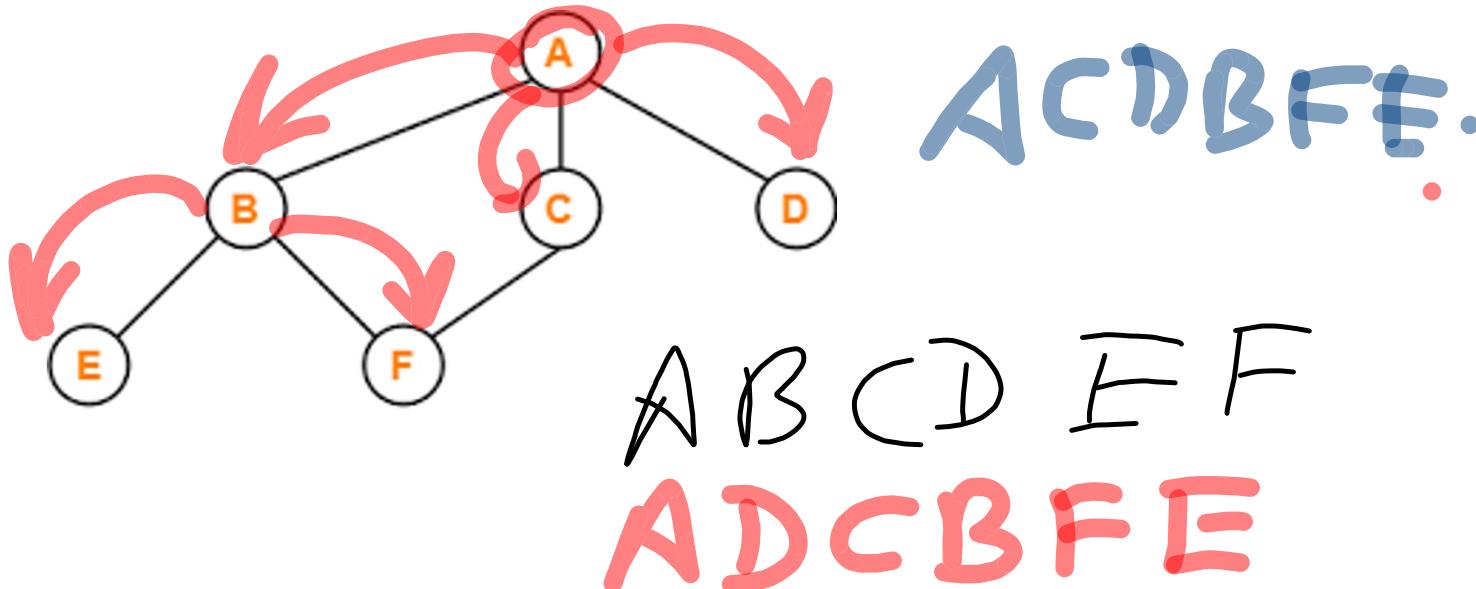
- 1.accept source
- 2.mark source visited and enqueue
- 3.Till queue not empty

- 3.1 search and insert all neighbours of
q[front] in queue(if not already on queue)
- 3.2 dequeue(print)



BFS

1. Start by putting any one of the graph's vertices at the back of a queue.
2. Take the front item of the queue and add it to the visited list.
3. Create a list of that vertex's adjacent nodes. Add the ones which aren't in the visited list to the back of the queue.
4. Keep repeating steps 2 and 3 until the queue is empty.



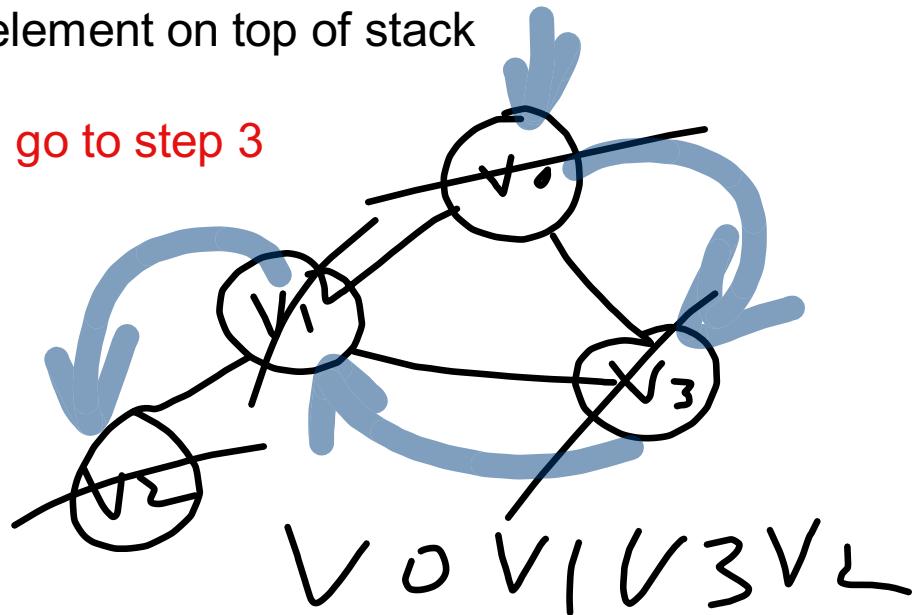
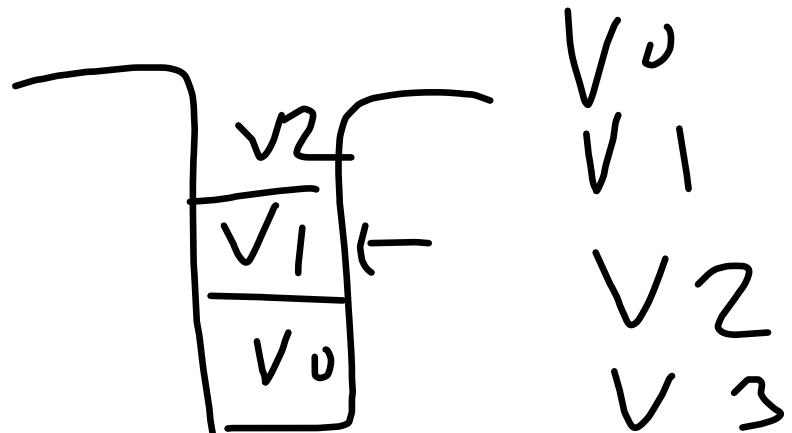
DFS:(stack)

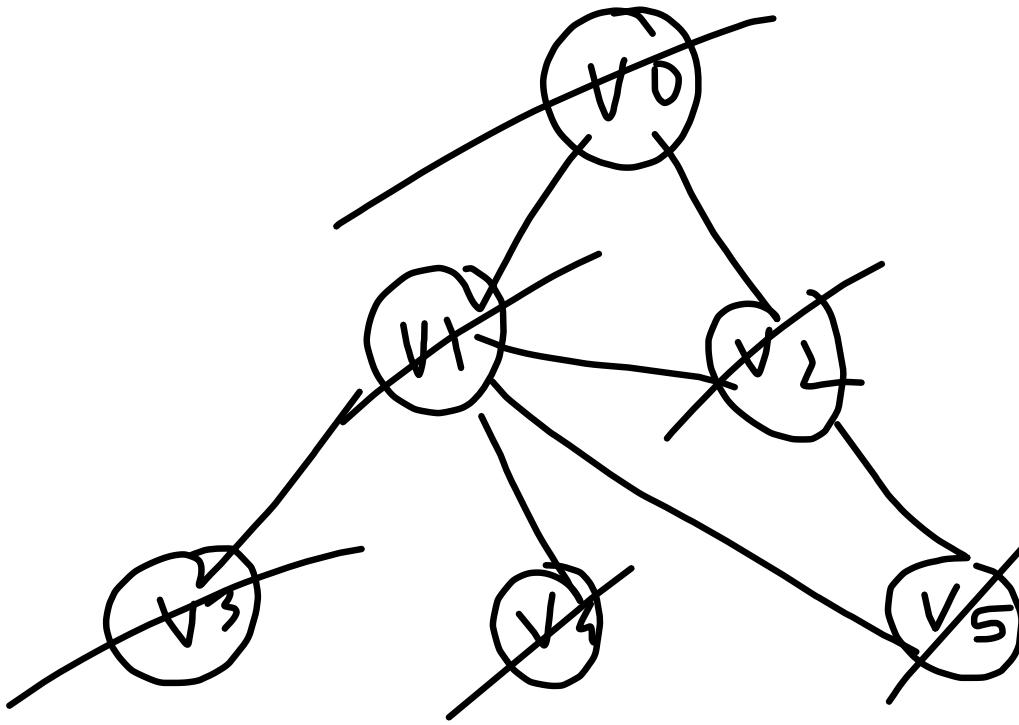
- 1.accept source
- 2.mark visited push on stack
- 3 till stack not over

3.1 search any one unvisited neighbour of element on top of stack

3.2 mark it visited & push on stack

3.3 if no unvisited neighbour found pop and go to step 3





$v_0 v_1 v_2 v_5$
 $v_3 v_4$

DataStructures - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

GraphDemo.java StackDemo.java QueueLinearDemo.java CircularQueueDemo.java PriorityQueueDemo.java LinkedListLinear.java DynamicStackDemo.java DynamicQueueDemo.java Circular...

Source History

```

public void DFS(int source)
{
    visited[source]=1;
    System.out.println("V"+source);
    for(int i=0;i<v;i++)
    {
        if(g[source][i]==1 && visited[i]!=1)
            //neighbour and unvisited
        {
            DFS(i);
        }
    }
}

```

DFS Tracing:

DFS search(int source int key)

Output

53:8 INS

Toolbar icons: Pencil, Circle, Line, Arrow, Hand, Magnifying glass, Pen, AI, Scissors, Keyboard.

DataStructures - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

Source History

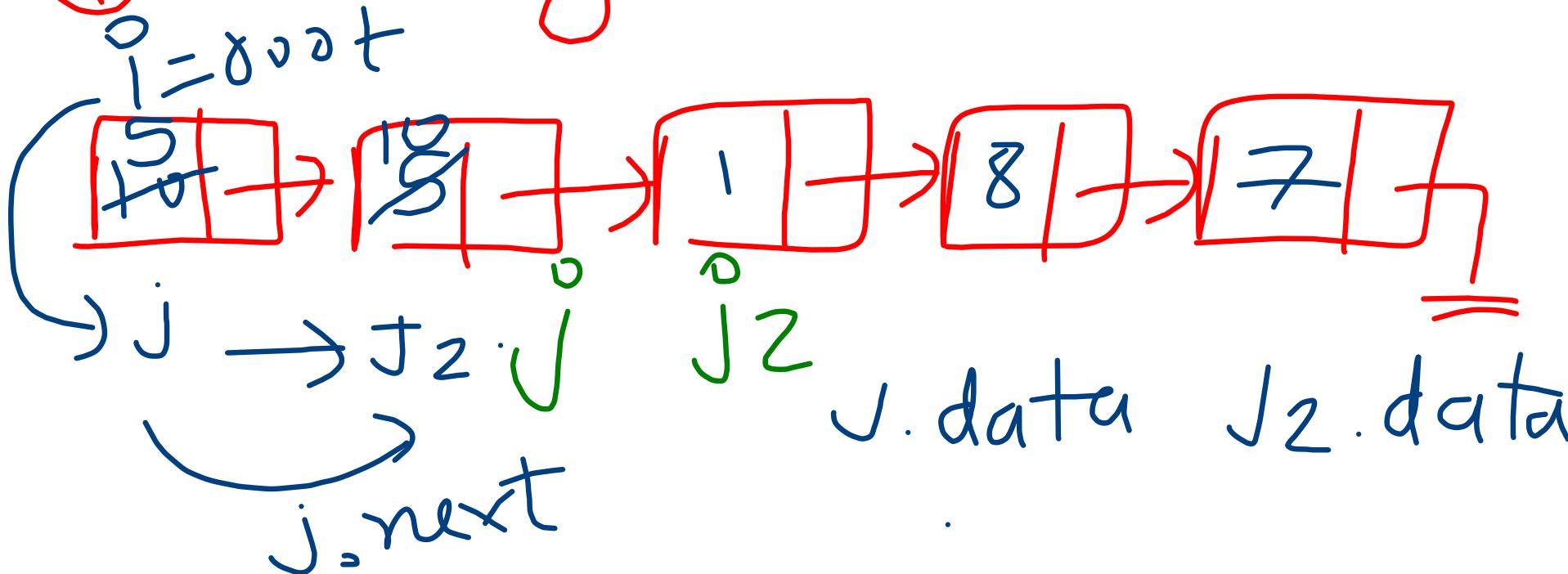
```

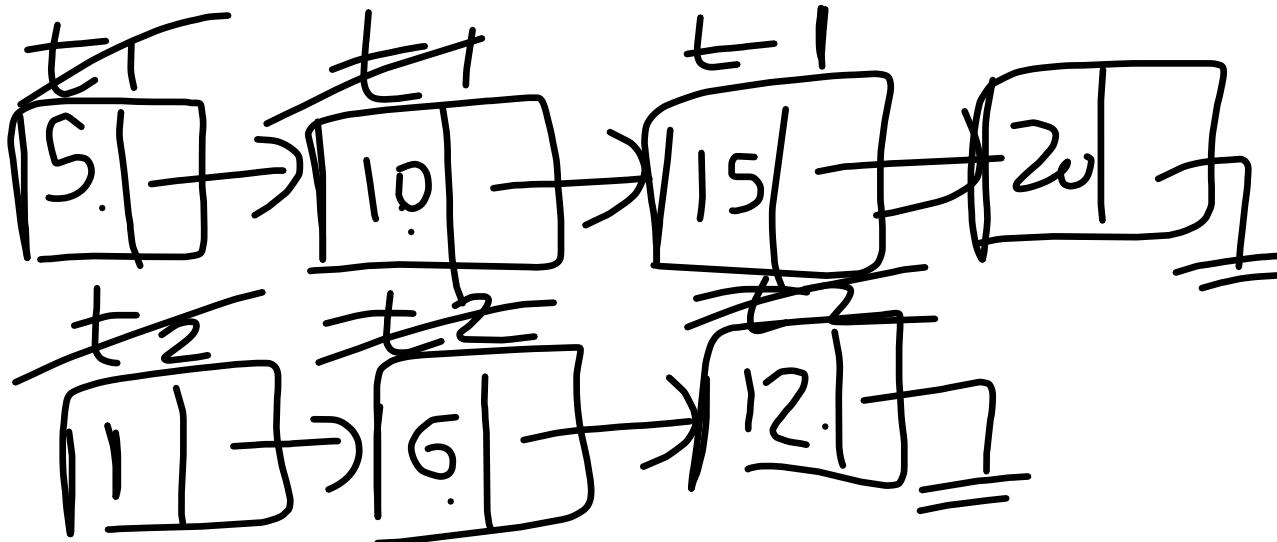
89 q[++rear]=source;//enqueue
90 while(front<=rear)//not empty
91 {
92     int element=q[front++];//dequeue
93     System.out.print("V"+element+"-");
94
95     for(int i=0;i<v;i++)
96     {
97         if(g[element][i]==1 && visited[i]!=1)//neighbour and unvisited
98         {
99             visited[i]=1;//visited
100            q[++rear]=i;//enqueue
101        }
102    }
103 }

```



① Sorting LinkedList





Soft
merger



