

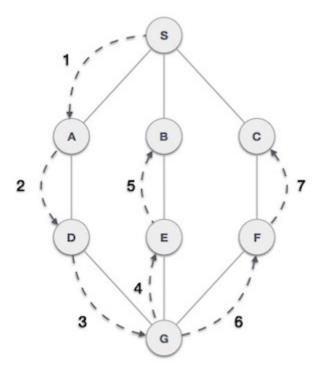
Data Structure - Depth First Traversal

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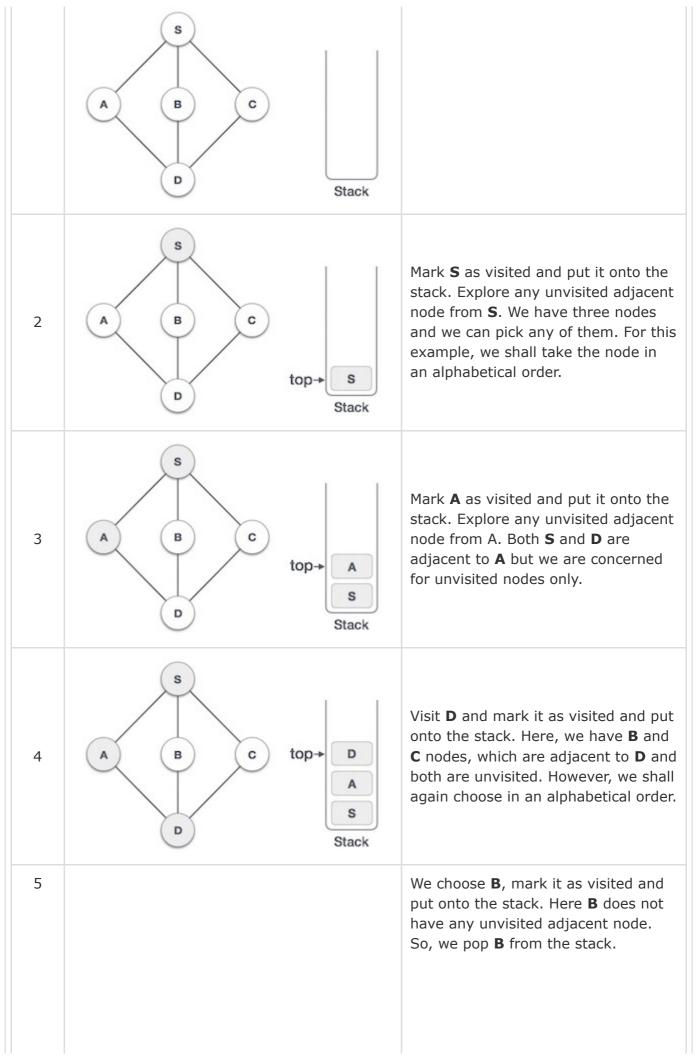
Depth First Search (DFS) algorithm traverses a graph in a depthward motion and uses a stack to remember to get the next vertex to start a search, when a dead end occurs in any iteration.

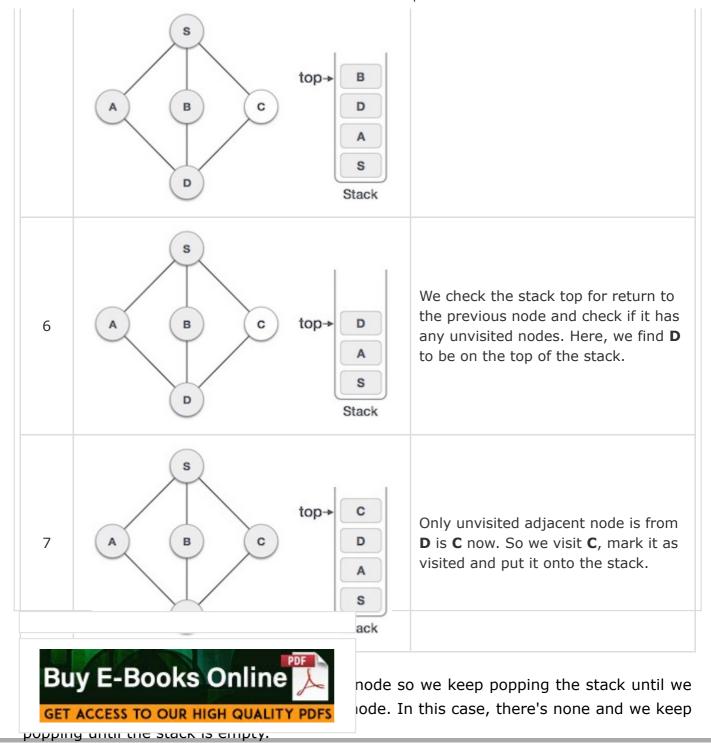


As in the example given above, DFS algorithm traverses from S to A to D to G to E to B first, then to F and lastly to C. It employs the following rules.

- **Rule 1** Visit the adjacent unvisited vertex. Mark it as visited. Display it. Push it in a stack.
- **Rule 2** If no adjacent vertex is found, pop up a vertex from the stack. (It \equiv pop up all the vertices from the stack, which do not have adjacent vertices.)
- **Rule 3** Repeat Rule 1 and Rule 2 until the stack is empty.

Step	Traversal	Description
1		Initialize the stack.





To know about the implementation of this algorithm in C programming language, click here



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