Algorithm template

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1 Code

Algorithm 1 Calcula número mínimo de intervenções a fazer para que todos os dominós caiam.

```
procedure GETNUMBEROFINTERVENTIONS(G, topologicalSort)        ▷ Complexidade: O(V + E)
    let interventions be a new integer
    for each vertex u ∈ G.V do                                ▷ Inicialização: O(V)
        u.color = white
    for each vertex u ∈ topologicalSort do                    ▷ Percorrer os vértices: O(V)
        if u.color == white then
            DFS-VISIT(G, u)                                   ▷ Chamada ao DFS-VISIT: O(E)
            interventions++
    return interventions
```

Algorithm 2 Calcula tamanho da maior sequência de dominós a cair.

```
procedure GETLONGESTSEQUENCE(G, topologicalSort)              ▷ Complexidade: O(V + E)
    let sequence be a new integer
    let max be a new array
    for each vertex u ∈ topologicalSort.reverse do            ▷ Percorrer os vértices: O(V)
        for each vertex v ∈ Adj[u] do                         ▷ Percorrer lista de adjacências: O(E)
            if aux < max[v] then
                aux = max[v]
        max[u] = aux + 1
        if sequence < max[u] then
            sequence = max[u]
    return sequence
```

Algorithm 3 Depth-first search.

```
procedure DFS(G)                                          ▷ Complexidade: O(V + E)
    let topologicalOrder be a new array
    for each vertex u ∈ G.V do                            ▷ Inicialização: O(V)
        u.color = white
    for each vertex u ∈ G.V do                            ▷ Percorrer os vértices: O(V)
        if u.color == white then
            DFS-VISIT(G, u, topologicalSort)              ▷ Chamada ao DFS-VISIT: O(E)

procedure DFS-VISIT(G, u, topologicalSort)                ▷ Complexidade: O(E)
    u.color = gray
    let stack be a new stack
    let hasChildren be a new boolean
    stack.push(src)
    while stack not empty do
        hasChildren = false
        for each vertex v ∈ Adj[stack.top()] do           ▷ Percorrer lista de adjacências: O(E)
            if v.color == white then
                hasChildren = true
                stack.push(v)
                v.color = gray
        u.color = black
        if hasChildren == false then
            while stack.top().color == black do
                topologicalSort.push(stack.top())
                stack.pop()
```