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| **Code for the given Work (only main.cpp)** |
| #include "heaptype.cpp"  #include "quetype.h"  using namespace std;  int main()  {  GraphType <char> mygraph;  mygraph.AddVertex('A');  mygraph.AddVertex('B');  mygraph.AddVertex('C');  mygraph.AddVertex('D');  mygraph.AddVertex('E');  mygraph.AddVertex('F');  mygraph.AddVertex('G');  mygraph.AddVertex('H');  mygraph.AddVertex('I');  mygraph.AddVertex('J');  mygraph.AddEdge('A', 'B', 1);  mygraph.AddEdge('A', 'D', 1);  mygraph.AddEdge('A', 'C', 1);  mygraph.AddEdge('A' ,'E',1);  mygraph.AddEdge('B', 'F', 1);  mygraph.AddEdge('B','I' ,1);  mygraph.AddEdge('C', 'G', 1);  mygraph.AddEdge('C', 'J', 1);  mygraph.AddEdge('D', 'H', 1);  mygraph.AddEdge('D', 'F', 1);  mygraph.AddEdge('E', 'G', 1);  mygraph.AddEdge('G', 'H', 1);  if (mygraph.foundEdge('A', 'D'))  {  cout << "There is an edge" << endl;  }  else  {  cout << "There is no edge" << endl;  }  cout << endl;  if(mygraph.foundEdge('B', 'D'))  {  cout << "There is an edge" << endl;  }  else  {  cout << "There is no edge" << endl;  }  cout << endl;  mygraph.DepthFirstSearch('A', 'H');  cout << endl;  mygraph.DepthFirstSearch('C', 'H');  cout << endl;  mygraph.BreadthFirstSearch('A', 'F');  cout << endl;  mygraph.BreadthFirstSearch('A', 'H');  cout << endl;  return 0;  } |
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