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### Students:

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### Students:

Section 1.1 is a part of 1 assignment: **Final Exam**

Requirements: |

Entire class due: |



### What is a zyBook?

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## 1.1 Question 0

You will be implementing a Breadth-First Search (BFS) and a Depth-First Search (DFS) on an adjacency list. The **AdjacencyList** class inherits from the **Graph** class shown below

```
class Graph {
protected:
    vector<int> _distances;
    vector<int> _previous;
public:
    Graph() { }
    virtual int vertices() const = 0; // Return the number of vertices
    virtual int edges() const = 0; // Return the number of edges
    virtual int distance(int) const = 0; // Return the distance from the source
    to the vertex passed in
    virtual void bfs(int) = 0;
```

```
virtual void dfs(int) = 0;
};
```

It is up to you how you would like to store the data internally, however, the **AdjacencyL** adjacency list as discussed in class.

The input file is formatted with the first line being the number of vertices in the graph (3 lines being the edges in a directed graph with the first integer being the source vertex and the second integer being the sink vertex.

```
3
0 1
1 2
2 1
2 0
```

Would be a graph with 3 vertices and the edges { (0→1), (1→2), (2→1), (2→0) }. There is a directed edge both from vertex 1 to 2 and vertex 2 back to 1.

It is recommended that you use something similar to the following in the constructor for the graph.

```
// Read in number of vertices.
for (unsigned i = 0; i < vertices; ++i) {
    // Initialize vertices
}

int source, sink;
while(/* Can still read edges in */) {
    // Read in an edge
    // Add edge to adjacency list (push-back)
}
```

The **string path(int sink)** function will print out the path from the source to the sink. The format for this is {source→next→next→sink} with no whitespace. For example, the path from source 0 to sink 1 would be output as:

```
{0→2→1}
```

For the **dfs()** and **bfs()** functions in your **.cpp** files, annotate the functions with their time and space complexity. For the function definitions, specify the runtime and space complexity of your implementation. For helper function calls, you do not need to specify the runtime or space complexity.

```
// Overall runtime complexity: O(?)
// Overall space complexity: O(?)
void foo() {
    int x = 5; // O(?)
    int y = bar; // O(?)
}
int bar() {
    return 5; // No annotations necessary
}
```

LAB  
ACTIVITY

1.1.1: Question 0

## Submission Instructions

Downloadable files

`main.cpp` , `Graph.h` , `AdjacencyList.h` , and `input.txt`

Compile command

```
g++ main.cpp AdjacencyList.cpp -Wall -
o a.out
```

*We will use this command*

Upload your files below by dragging and dropping into the area or choosing

### AdjacencyList.h

✓ File added

[Remove](#)

### AdjacencyList.cpp

✓ File added

[Remove](#)

- **Graph.h is read-only and has already been provided for you.**
- **input.txt is not an expected file; check file name and extension. File names are**
- **main.cpp is read-only and has already been provided for you.**

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