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Students:

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Students:

Section 1.2 is a part of 1 assignment: **Final Exam**

Requirements: |

Entire class due: |

1.2 Question 1

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

```
class Graph {
private:
    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) const = 0;
    virtual void dfs(int) const = 0;
    virtual void display() const = 0;
};
```

It is up to you how you would like to store the data internally, however, the **AdjacencyMatrix** class must store an adjacency matrix as discussed in class.

an adjacency matrix as discussed in class.

The input file is formatted with the first line being the number of vertices in the graph (n 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.

```
// 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
    // Update edge in adjacency matrix
}
```

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, 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 runtime and space complexity. In the function definition specify the runtime and space complexity of your implementation. For helper function calls you can just put the run time of that line of code in your implementation. For function definitions.

```
// Overall runtime complexity: O(?)
// Overall space complexity: O(?)
void foo() {
    int x = 5; // O(?)
    int v = bar; // O(?)
}
```