

# Depth First Search

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# The algorithm

Path traversal

Selects a node, explores branches

Finds path by exploring deeper before backtracking

# Uses

Finding a path between two nodes in a graph.

Identifying cycles or loops in a graph.

Find a spanning tree



# Graph Data structure

```
public class Graph
{
    private uint _nodes; //number of nodes in the graph
    private List<uint>[] _adjacencyLists; //array of all adjacency lists
}
```

# Algorithm

```
public List<uint> DFS(uint startNode)
```

```
{  
    list to store return value  
    boolean array to store visited nodes  
    stack to perform DFS
```

```
    Put start node in stack and mark as visited  
    while there are nodes in the stack – pop the stack and add all adjacent nodes that have  
not yet been visited to the stack and mark them as visited.  
    popped node go into return value list
```

```
    Return return value list  
}
```

# File IO

Input XML file

Output plaintext

Write XML with XmlWriter

Parse XML using XmlDocument

```
<?xml version="1.0" encoding="utf-8"?>
<graph>
  <nodes>5</nodes>
  <adjacencyLists>
    <adjacencyList>
      <edge>1</edge>
      <edge>2</edge>
    </adjacencyList>
    <adjacencyList>
      <edge>0</edge>
      <edge>3</edge>
      <edge>4</edge>
    </adjacencyList>
    <adjacencyList>
      <edge>0</edge>
    </adjacencyList>
    <adjacencyList>
      <edge>1</edge>
    </adjacencyList>
    <adjacencyList>
      <edge>1</edge>
    </adjacencyList>
  </adjacencyLists>
</graph>
```

# Challenges

My class cannot be serialized by the included library

Overcame by implementing parsing and writing of XML



# Reflection