CSE422 Lab01

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**Level 1**

file = open('/content/level1.txt',mode='r')

file = file.readlines()

nodeNumber = file[0]

connections = file[1]

enemy = file[15]

sourceNode = 0

connections = int(connections.strip())

enemy = int(enemy.strip())

adj\_list = {}

for i in range(2,connections+2):

  node = file[i].strip().split(" ")

  node1,node2 = node

  node3 = int(node1)

  node4 = int(node2)

  if node3 not in adj\_list.keys():

    adj\_list[node3] = list()

  adj\_list[node3].append(node4)

  if node4 not in adj\_list.keys():

      adj\_list[node4] = list()

  adj\_list[node4].append(node3)

print(adj\_list)

#BFS algorithm

from queue import Queue

visited = {}

level = {}

parent = {}

bfs\_traversal\_output = []

queue = Queue()

for node in adj\_list.keys():

  visited[node] = False

  parent[node] = None

  level[node] = -1

visited[sourceNode] = True

level[sourceNode] = 0

queue.put(sourceNode)

while not queue.empty():

  u = queue.get()

  bfs\_traversal\_output.append(u)

  for v in adj\_list[u]:

    if not visited[v]:

      visited[v] = True

      parent[v] = u

      level[v] = level[u] + 1

      queue.put(v)

print(level[enemy])

**Level 2**

file = open('/content/level2.txt',mode='r')

file = file.readlines()

nodeNumber = file[0]

connections = file[1]

enemy = file[14]

connections = int(connections.strip())

enemy = int(enemy.strip())

adj\_list = {}

for i in range(2,connections+2):

  node = file[i].strip().split(" ")

  node1,node2 = node

  node3 = int(node1)

  node4 = int(node2)

  if node3 not in adj\_list.keys():

    adj\_list[node3] = list()

  adj\_list[node3].append(node4)

  if node4 not in adj\_list.keys():

      adj\_list[node4] = list()

  adj\_list[node4].append(node3)

print(adj\_list)

#BFS algorithm run for Nora

from queue import Queue

visited = {}

level = {}

parent = {}

bfs\_traversal\_output = []

queue = Queue()

for node in adj\_list.keys():

  visited[node] = False

  parent[node] = None

  level[node] = -1

sourceNode = 5

visited[sourceNode] = True

level[sourceNode] = 0

queue.put(sourceNode)

while not queue.empty():

  u = queue.get()

  bfs\_traversal\_output.append(u)

  for v in adj\_list[u]:

    if not visited[v]:

      visited[v] = True

      parent[v] = u

      level[v] = level[u] + 1

      queue.put(v)

print(level[enemy])

noraMove = level[enemy]

#BFS algorithm for Lara

from queue import Queue

visited = {}

level = {}

parent = {}

bfs\_traversal\_output = []

queue = Queue()

for node in adj\_list.keys():

  visited[node] = False

  parent[node] = None

  level[node] = -1

sourceNode = 3

visited[sourceNode] = True

level[sourceNode] = 0

queue.put(sourceNode)

while not queue.empty():

  u = queue.get()

  bfs\_traversal\_output.append(u)

  for v in adj\_list[u]:

    if not visited[v]:

      visited[v] = True

      parent[v] = u

      level[v] = level[u] + 1

      queue.put(v)

print(level[enemy])

laraMove = level[enemy]

#Comparison for Winner

if noraMove < laraMove:

  print("Nora")

elif laraMove < noraMove:

  print("Lara")

else:

  print("Both")