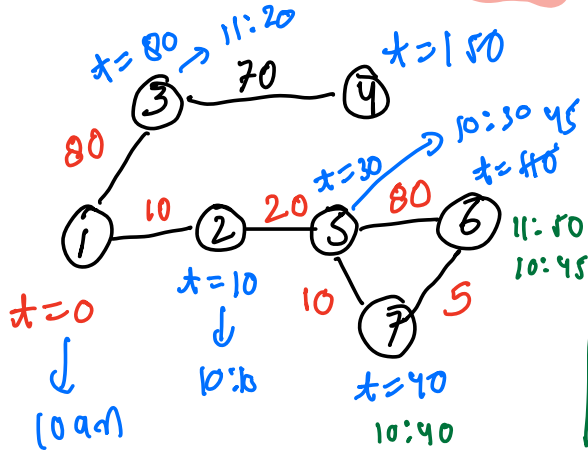
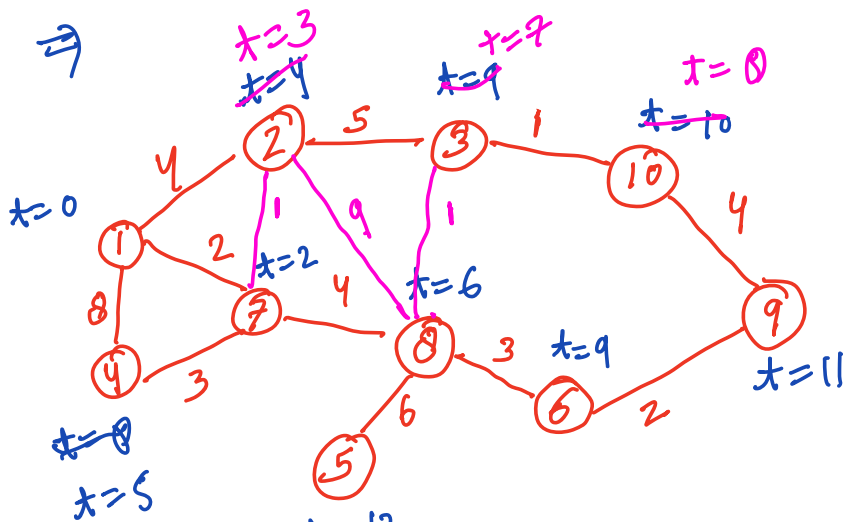
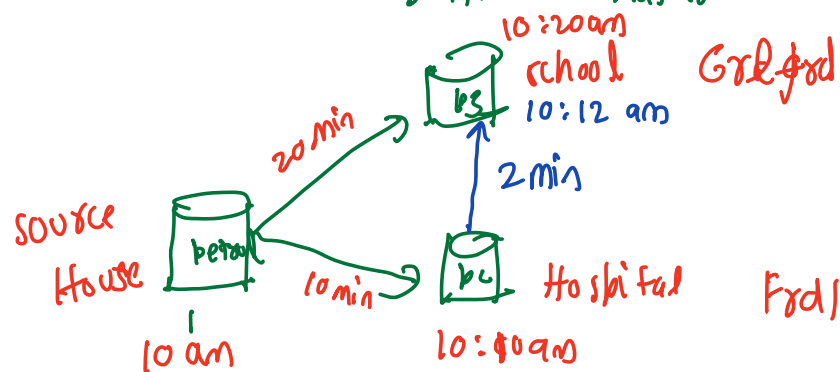


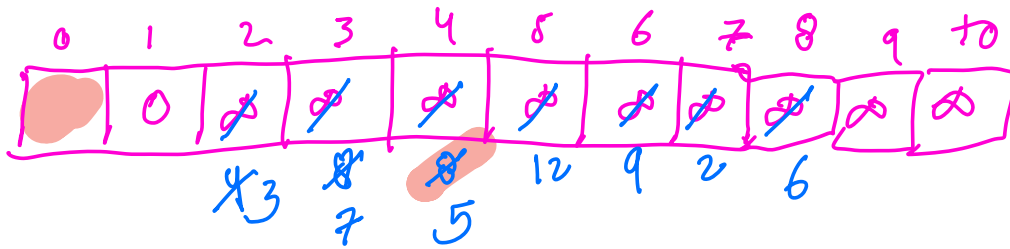
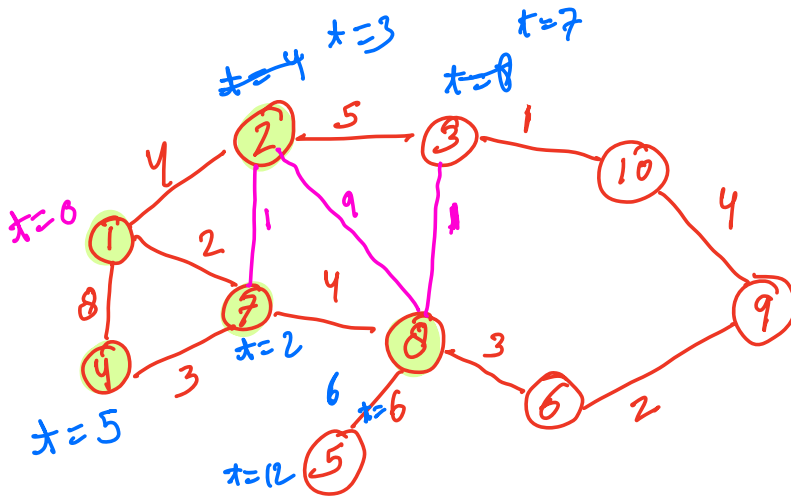
Q ⇒ Five / Petrol Bunk



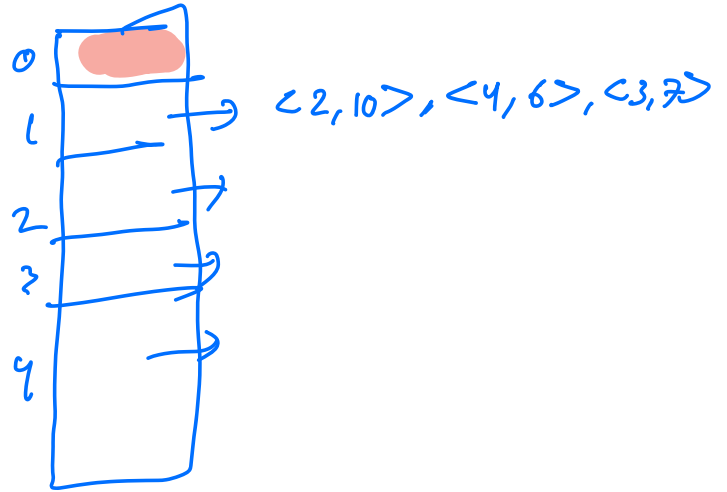
- Be a super Heroine/Hero
- Nodes indicate petrol Bunk
 - Edges indicates connection b/w 2 bunks & length of connection, bunks are petrol pipe
 - Initially say bunk 1 blasted
 - Petrol burns at 1 km/min
 - Calculate time at which each bunk is blasted



$x=12$



time	bunkers
$\langle 0, 1 \rangle^*$	$\langle 0, 3 \rangle$
$\langle 4, 2 \rangle$	$\langle 12, 5 \rangle$
$\langle 8, 4 \rangle$	$\langle 7, 3 \rangle$
$\langle 2, 7 \rangle$	$\langle 9, 6 \rangle$
$\langle 3, 2 \rangle$	
$\langle 5, 4 \rangle$	
$\langle 6, 0 \rangle$	



```
// skip if time is larger
```

```

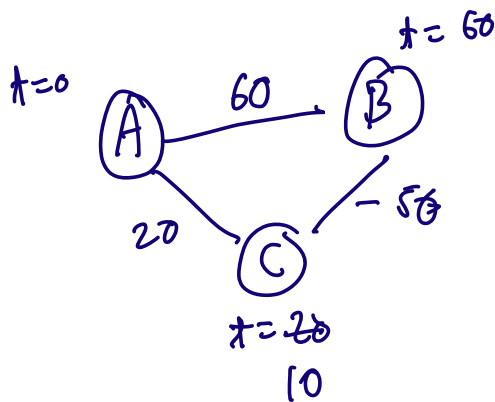
t = data.first
u = data.second
if (t > time[u]) continue;

```

```

for ( — )
    — = g[u][i];
}

```



$$E \times [\log E + \log E]$$

$$TC: E \log E$$

$$SC: E$$

Topo logical sort

DP \rightarrow recursion

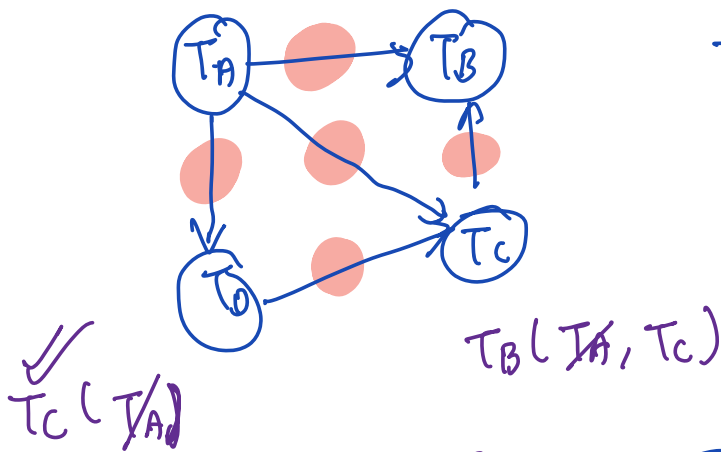


T_A, T_B

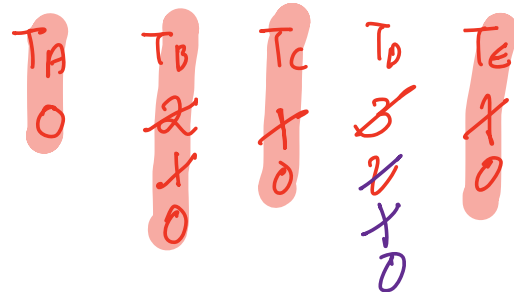
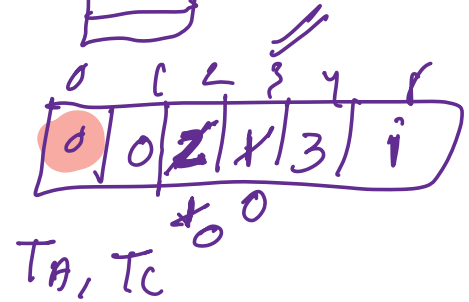
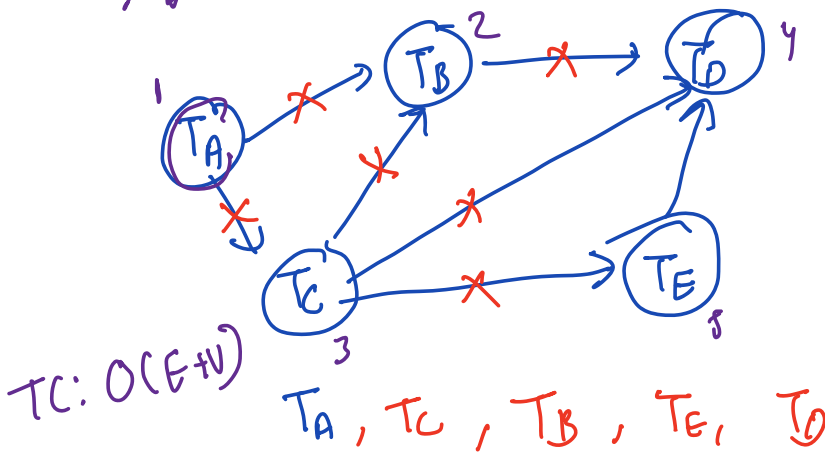
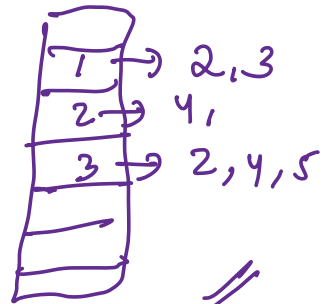
$func2(func1(x))$

$func2(func1(x), func3(x))$

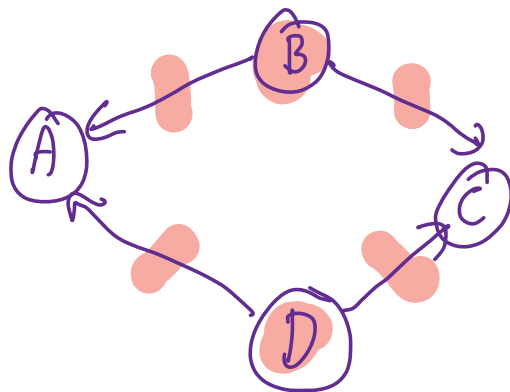
$T_B(T_A, T_C)$



T_A T_D T_C T_B



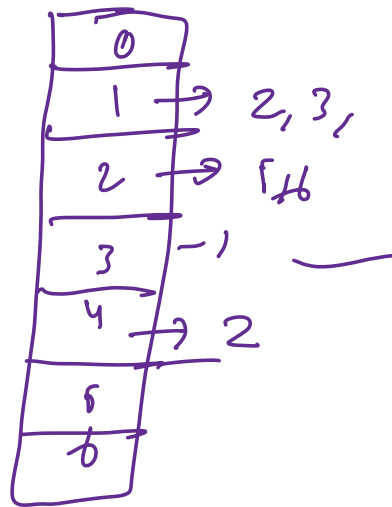
T_A T_C T_B
 T_E , T_D



A B C D
1 1 1 1

A B C D
2 0 2 0
+ 0 + 0

B, D, A, C



```
void Topo (list<int> g[], int N)
{
    in [N+1] = 0
    for (i=1 ; i<=N ; i++)
```