Depth First Search Pseudo-Code

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def depth\_first\_search(G, start, end\_trait):

if (start == None):

return None

S = []

for vertex in G:

vertex.visited = False

S.push(v)

while((not S.empty) and u.trait != end\_trait):

u = S.pop()

if (not u.visited):

u.visited = True

for vertex in u.neighbors:

if(not vertex.visited):

S.push(vertex)