

Each verter v has a linked list of edges that are outgoing from V. 3 (5) Diffi unt to look y -If vortices are represented by consecutive integers, use an array of distr. Hashtable apply. If the vertices have names ("Bostm"), use a hash table to map the strings. to the bost . Key; Name of the vertex, Value : List, Adjacency list > More space and time Eficient for a square gragh BUT, less efficient for a Complete gogpt ( Eng possible alge is Aver Greaph travards ; Visit every verter ANCE Proorder

Depth first Search (PTS) trav As dealy - Breadth first Search (BFS) Free and who as Level by level - order Level by level - order pars be Many ways to get from one node to enother "Visited" Every vertex has a Bookan "visited" field. -> tills whether we havun Orderid\_map < Nodit, bool7 visited the vertes before Depth-frot class bragh 3 public i void Afs() { I that the visited field for all I the nodes to FALSE. for all nodes n in the graph if (! no visited ) afs (n); 3 void dis (Nile \* n)



