

Códigos!

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1. Sedgewick, Algorithms in C, Part 5

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2. Knuth, The Stanford GraphBase

Programa 17.1, Interface para o TAD Graph

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```
typedef struct { int v; int w; } Edge;
Edge EDGE(int, int);

typedef struct graph *Graph;
Graph GRAPHinit(int);
void GRAPHinsertE(Graph, Edge);
void GRAPHremoveE(Graph, Edge);
int GRAPHedges(Edge [], Graph G);
Graph GRAPHcopy(Graph);
void GRAPHdestroy(Graph);

void GRAPHshow(Graph);
Graph GRAPHrand(int, int);

Graph GRAPHscan(int, int);
```

Programa 17.2, Um cliente simples

Programa 17.2, Um cliente simples

```
#include <stdio.h>
#include <stdlib.h>
#include "GRAPH.h"

main(int argc, char *argv[])
{ int V = atoi(argv[1]), E = atoi(argv[2]);
  Graph G = GRAPHrand(V, E);
  if (V < 20)
    GRAPHshow(G);
  else {
    printf("%d vertices, %d edges, ", V, E);
    printf("Too big!\n");
  }
}
```

Prog. 17.3, TAD Graph, Implementação, matriz de adjacências

Prog. 17.3, TAD Graph, Implementação, matriz de adjacências

```
#include <stdio.h>
#include <stdlib.h>
#include "GRAPH.h"
struct graph { int V; int E; int **adj; };
```

```
/* prog17.4 */
int **MATRIXint(int r, int c, int val)
{ int i, j;
  int **t = malloc(r * sizeof(int *));
  for (i = 0; i < r; i++)
    t[i] = malloc(c * sizeof(int));
  for (i = 0; i < r; i++)
    for (j = 0; j < c; j++)
      t[i][j] = val;
  return t;
}
```

```
/* prog17.3.c */
Edge EDGE(int v, int w)
{
    Edge p;
    p.v = v; p.w = w;
    return p;
}

Graph GRAPHinit(int V)
{ Graph G = malloc(sizeof *G);
  G->V = V; G->E = 0;
  G->adj = MATRIXint(V, V, 0);
  return G;
}
```

```
void GRAPHinsertE(Graph G, Edge e)
{ int v = e.v, w = e.w;
  if ((G->adj[v][w] == 0) && (v != w))
  {
    G->E++;
    G->adj[v][w] = 1;
    G->adj[w][v] = 1;
  }
}
```

```
void GRAPHremoveE(Graph G, Edge e)
{ int v = e.v, w = e.w;
  if (G->adj[v][w] == 1) G->E--;
  G->adj[v][w] = 0;
  G->adj[w][v] = 0;
}

int GRAPHedges(Edge a[], Graph G)
{ int v, w, E = 0;
  for (v = 0; v < G->V; v++)
    for (w = v+1; w < G->V; w++)
      if (G->adj[v][w] == 1)
        a[E++] = EDGE(v, w);
  return E;
}
```

```
/* prog17.5 */

void GRAPHshow(Graph G)
{ int i, j;
  printf("%d vertices, %d edges\n", G->V, G->E);
  for (i = 0; i < G->V; i++)
  {
    printf("%2d:", i);
    for (j = 0; j < G->V; j++)
      if (G->adj[i][j] == 1) printf(" %2d", j);
    printf("\n");
  }
}
```

```
/* prog17.7.c */

int randV(Graph G)
{ return G->V * (rand() / (RAND_MAX + 1.0)); }
Graph GRAPHrand(int V, int E)
{ Graph G = GRAPHinit(V);
  while (G->E < E)
    GRAPHinsertE(G, EDGE(randV(G), randV(G)));
  return G;
}
```

Prog. 17.6, TAD Graph, Implementação, listas de adjacências

Prog. 17.6, TAD Graph, Implementação, listas de adjacências

```
#include <stdio.h>
#include <stdlib.h>
#include "GRAPH.h"
typedef struct node *link;
struct node { int v; link next; };
struct graph { int V; int E; link *adj; };

Edge EDGE(int v, int w)
{
    Edge p;
    p.v = v; p.w = w;
    return p;
}
```

```
int GRAPHadj(Graph G, int v, int w)
{
    link x;
    for (x = G->adj[v]; x != NULL; x = x->next)
        if (x->v == w)
            return 1;
    return 0;
}
```

```
link NEW(int v, link next)
{ link x = malloc(sizeof *x);
  x->v = v; x->next = next;
  return x;
}

Graph GRAPHinit(int V)
{ int v;
  Graph G = malloc(sizeof *G);
  G->V = V; G->E = 0;
  G->adj = malloc(V*sizeof(link));
  for (v = 0; v < V; v++) G->adj[v] = NULL;
  return G;
}
```

```
void GRAPHinsertE(Graph G, Edge e)
{ int v = e.v, w = e.w;
  if (!GRAPHadj(G, v, w) && (v != w))
  {
    G->adj[v] = NEW(w, G->adj[v]);
    G->adj[w] = NEW(v, G->adj[w]);
    G->E++;
  }
}

int GRAPHedges(Edge a[], Graph G)
{ int v, E = 0; link t;
  for (v = 0; v < G->V; v++)
    for (t = G->adj[v]; t != NULL; t = t->next)
      if (v < t->v) a[E++] = EDGE(v, t->v);
  return E;
}
```

Grafos a partir de pares de símbolos

Grafos a partir de pares de símbolos

```
#include <stdio.h>
#include "GRAPH.h"
#include "ST.h"
Graph GRAPHscan(int Vmax, int Emax)
{ char v[100], w[100];
  Graph G = GRAPHinit(Vmax);
  STinit();
  while (scanf("%99s %99s", v, w) == 2)
    GRAPHinsertE(G, EDGE(STindex(v), STindex(w)));
  return G;
}
```

Um cliente simples

Um cliente simples

```
#include <stdio.h>
#include <stdlib.h>
#include "GRAPH.h"

main(int argc, char *argv[])
{ int V = atoi(argv[1]), E = atoi(argv[2]);
  Graph G = GRAPHscan(V, E);
  if (V < 20)
    GRAPHshow(G);
  else {
    printf("%d vertices, %d edges, ", V, E);
    printf("Too big!\n");
  }
}
```


Interface da tabela de símbolos

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```
void STinit();  
int STindex(char*);
```

Implementação da tabela de símbolos

TST: *(existence) ternary search tries*

Implementação da tabela de símbolos

TST: *(existence) ternary search tries*

```
#include <stdlib.h>
typedef struct STnode* link;
struct STnode { int index, d; link l, m, r; };
static link head;
static int val, N;
void STinit()
    { head = NULL; N = 0; }
```

```
link stNEW(int d)
{ link x = malloc(sizeof *x);
  x->index = -1; x->d = d;
  x->l = NULL; x->m = NULL; x->r = NULL;
  return x;
}
```

```
link indexR(link h, char* v, int w)
{ int i = v[w];
  if (h == NULL) h = stNEW(i);
  if (i == 0)
  {
    if (h->index == -1) h->index = N++;
    val = h->index;
    return h;
  }
  if (i < h->d) h->l = indexR(h->l, v, w);
  if (i == h->d) h->m = indexR(h->m, v, w+1);
  if (i > h->d) h->r = indexR(h->r, v, w);
  return h;
}

int STindex(char* key)
{ head = indexR(head, key, 0); return val; }
```