Some algorithms require that every vertex of a graph be visited exactly once.

The order in which the vertices are visited may be important, and may depend upon the particular algorithm.

The two common traversals:
- depth-first
- breadth-first

During a traversal we must keep track of which vertices have been visited; the most common approach is to provide some sort of “marking” support.
Graph Traversals: Depth-First

Assume a particular node has been designated as the starting point. Let A be the last node visited and suppose A has neighbors N1, N2, …, Nk.

A depth-first traversal will:
- visit N1, then
- proceed to traverse all the unvisited neighbors of N1, then
- proceed to traverse the remaining neighbors of A in similar fashion.
If we pick node 0 as our starting point:

Visited = \{0\}
Visited = \{0, 1\}
Visited = \{0, 1, 2\}
Visited = \{0, 1, 2, 3\}
Visited = \{0, 1, 2, 3, 4\}
Visited = \{0, 1, 2, 3, 4, 5\}
Visited = \{0, 1, 2, 3, 4, 5, 6\}
Visited = \{0, 1, 2, 3, 4, 5, 6, 7\}
Visited = \{0, 1, 2, 3, 4, 5, 6, 7, 8\}
Graph Traversals: Depth-First

Assuming the node labeled 0 has been designated as the starting point, a depth-first traversal would visit the graph nodes in the order:

0 1 2 3 4 5 6 7 8

Note that if the edges taken during the depth-first traversal are marked, they define a tree (not necessarily binary) which includes all the nodes of the graph.

Such a tree is called a spanning tree for the graph.
If we modify `DFS()` to take another `AdjMatrix` object as a parameter, it is relatively trivial to have `DFS()` build a copy of the spanning tree.
Graph Traversals: Breadth-First

Assume a particular node has been designated as the starting point.

Let A be the last node visited and suppose A has neighbors N1, N2, …, Nk.

A breadth-first traversal will:

- visit N1, then N2, and so forth through Nk, then
- proceed to traverse all the unvisited immediate neighbors of N1, then
- traverse the immediate neighbors of N2, … Nk in similar fashion.
Breadth-First Traversal

If we pick node 0 as our starting point:

0 1 2 4 7 8 3 5 6
Graph Traversals: Breadth-First

Assuming the node labeled a has been designated as the starting point, a breadth-first traversal would visit the graph nodes in the order:

0 1 2 4 7 8 3 5 6

Note the edges taken during the breadth-first traversal also define a spanning tree for the given graph.

As is the case here, the breadth-first spanning tree is usually different from the depth-first spanning tree.
Implementing a Breadth-First Traversal

The breadth-first traversal uses a local queue to organize the graph nodes into the proper order:

```cpp
void BFS(AdjacencyMatrix& G, int Source) {
    queue<int> toVisit; // schedule nodes here
    toVisit.Enqueue(Source);
    G.Mark(Source);

    while ( !toVisit.isEmpty() ) {
        int VisitNow = toVisit.Dequeue();

        for (int w = G.firstNeighbor(VisitNow);
             G.isEdge(VisitNow, w); w = G.nextNeighbor(VisitNow, w) ) {
            if ( !G.isMarked(w) ) {
                toVisit.Enqueue(w);
                G.Mark(w);
            }
        }
    }
}
```

The for loop schedules all the unvisited neighbors of the current node for future visits.