Graphs

Graphs programming

Let's write a simple program ! More precisely, let's modifiy a program.

(1) We will use a graph library, called `ruby graph library`(`rgl`). It is called a gem. You have to install it by running the command

```
gem install rgl
```

then, you can directly use the library by typing

```
require 'rgl/adjacency'
```

within an interative ruby session or on the top of the file of your program.

(2) On the lecture's website http://deptinfo.unice.fr/~bmartin/mathmods.html you'll find an archive with the following files included (after expansion):

- `Mgraphs.rb` which uses `rgl` and proposes the algorithms for depth-first search and for breadth-first search together with the classes defining queues and stacks.

- `test.rb` which gives you a typical graph on which you can test your program. You can directly run the test from an interactive ruby session by typing:

```
irb
>> load "test.rb"
from which node?
1
```

(3) You're asked to add the code into the method for graphs traversal: the iterative depth-first search which was described in the lecture and whose code is already started in the file Mgraphs.rb.