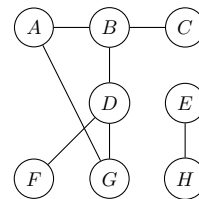
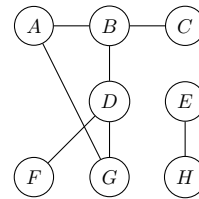
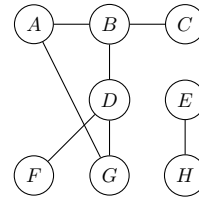
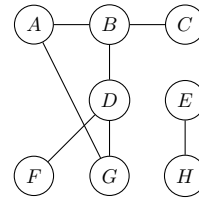
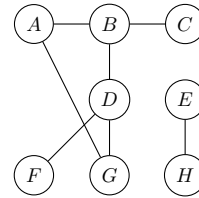
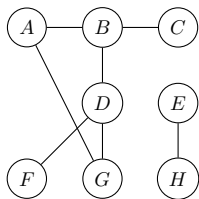
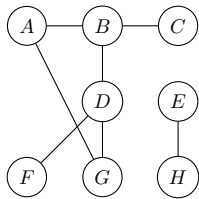
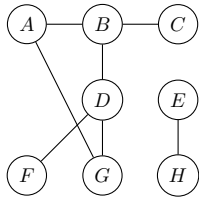
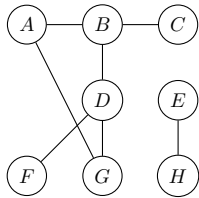
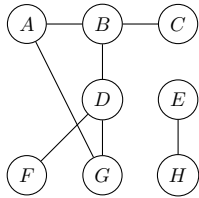
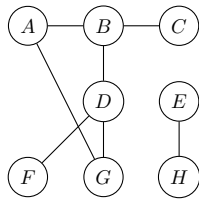
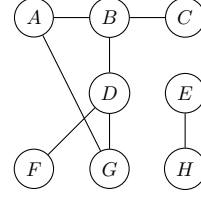
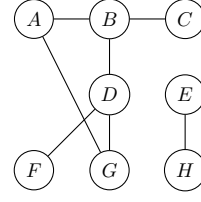
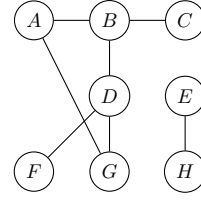
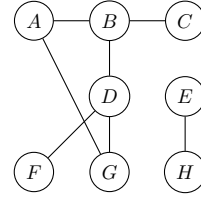
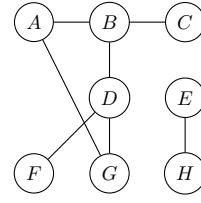
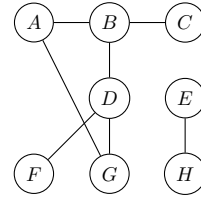
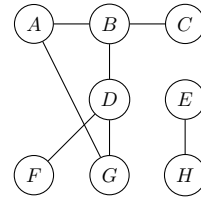
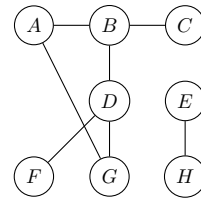
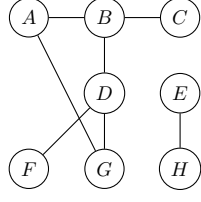
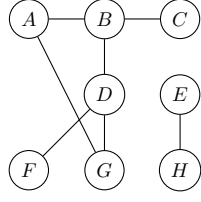
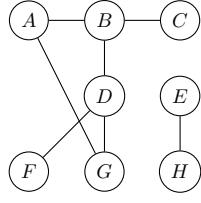
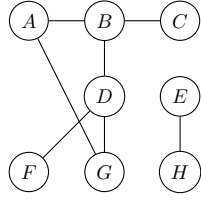
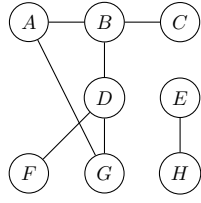
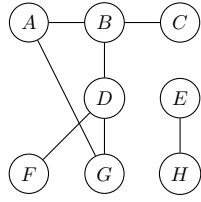
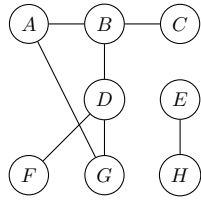
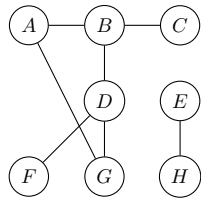


Graphes

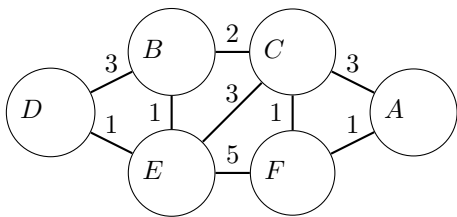
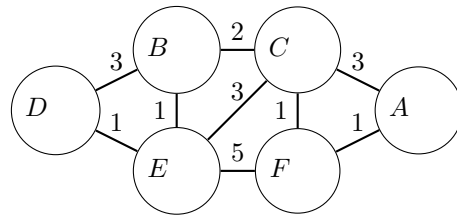
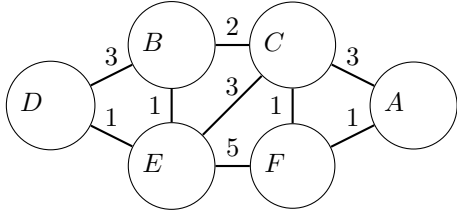
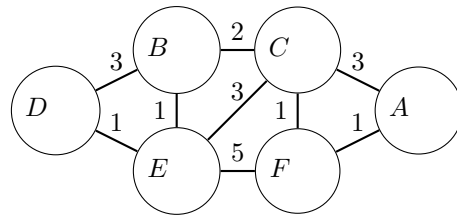
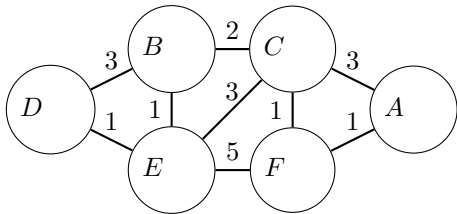
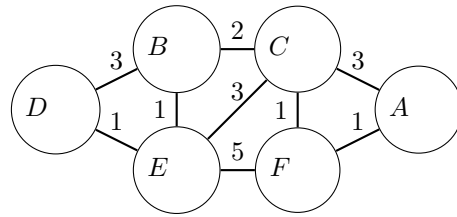
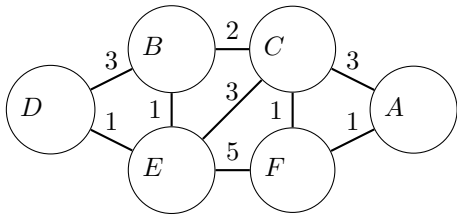
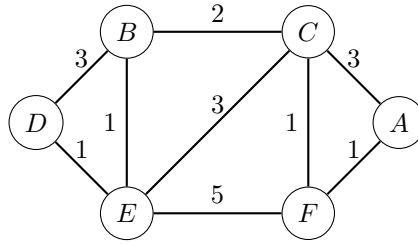
Exercice 1. Détailler l'algorithme d'exploration du parcours en largeur pour le graphe suivant à partir du sommet A :



Exercice 2. Détailler l'algorithme d'exploration du parcours en profondeur pour le même graphe G à partir du sommet A .



Exercice 3. Appliquer l'algorithme de Dijkstra au graphe pondéré suivant, en partant du sommet D :



Exercice 4. Synthétiser les étapes de l'exercice précédent dans un tableau, puis en déduire les plus courts chemins de D vers A , E et B .

Exercice 5. Synthétiser dans un tableau les étapes données par l'algorithme de Dijkstra, sur le même graphe pondéré mais en partant du sommet C .

Exercice 6. On s'intéresse toujours au même graphe pondéré, pour lequel on souhaite déterminer le chemin le plus court de D à C .

1. Déterminer une heuristique adaptée à ce problème.
2. En utilisant l'algorithme A^* associé dont on récapitulera les étapes dans un tableau, déterminer le chemin le plus court de D à C .