

Concepts:

- Vertex and edge graphs – how to draw them properly
- Graph theory vocabulary – use in context
- Euler paths and circuits – refer to the various examples in class, know the “rules”
- Vertex coloring for problem solving – like the fish tanks problem or the radio wavelength
- Hamilton paths and circuits – refer to the examples in class and Google Classroom
- Nearest Neighbor and Cheapest Link algorithms – know the method for each algorithm
- Map coloring – know how to convert a planar map to a graph and properly color it

You will not have to define any terms, you will have to understand what the vocabulary means when used in the directions of the problem.