

General Graph Traversal Algorithm

```
COLLECTION_OF_VERTICES fringe;  
  
fringe = INITIAL_COLLECTION;  
while (! fringe.isEmpty()) {  
    Vertex v = fringe.REMOVE_HIGHEST_PRIORITY_ITEM();  
  
    if (! MARKED(v)) {  
        MARK(v);  
        VISIT(v);  
        For each edge (v,w) {  
            if (NEEDS_PROCESSING(w))  
                Add w to fringe;  
        }  
    }  
}
```

Replace *COLLECTION_OF_VERTICES*, *INITIAL_COLLECTION*, etc. with various types, expressions, or methods to different graph algorithms.