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PROJECTION OF A VISUAL INTERFACE FOR MANIPULATING ORIENTED GRAPHS USING VISUAL BASIC 6.0

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Abstract: The aim of this paper is to propose a modality to display in a graphic way by modeling and design, using technique of object oriented programming offered by Visual Basic, searching of the oriented graphs in breadth-first and depth-first.

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Keywords: object oriented programming, visual programming, Visual Basic 6.0, user interface, graph theory, paths in graphs, breadth-first, depth-first.