

CS200 - Programming Assignment 6

Due: Monday, Nov. 20. Must be uploaded to Canvas before the beginning of class.

Please read the sections of the syllabus on programming assignments and honor code before starting this homework.

1. [30 Points]

Using the code that you wrote for the last assignment as a starting point, and a graph manipulation package (for example NetworkX or graph-tool for python, and JGraphT or Jung for java), draw a graph of the prerequisites structure for computer science classes.

Your graph should have a vertex for each class (including a vertex for “Approval”, and math classes or other classes as needed). If a class C requires prerequisites A and B , you should draw directed edges from C to A and from C to B . If a class C requires prerequisite A or B , you should draw directed edges from C to A and from C to B , but these edges should be a different color, or should be dashed instead of solid, to differentiate from the *and* case.

You should upload both your code, and a picture of the graph your program creates to Canvas.

You can get up to 2 bonus points for style.

Put a multi-line comment at the beginning of your program. It should contain:

- Your name
- Programming Assignment 6
- The name of anyone you worked with
- The number of hours you spent on this assignment