

DynamicGraph::beginEdges

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graph LR; A[DynamicGraph::beginEdges] --> B[DynamicGraph::getEdgeIterator]; A --> C[DynamicGraph::hasValidInEdges]; B --> A; C --> D[DynamicGraph::eraseNode]; D --> A; D --> E[DynamicGraph::hasEdge]; E --> A;
```

DynamicGraph::getEdgeIterator

DynamicGraph::hasEdge

DynamicGraph::hasValidInEdges

DynamicGraph::eraseNode