Laboratory 1

Documentation

This project is implemented in the Python language. To solve the problem statement we need to implement a Graph class which represents a direct graph and an UI class that represents the menu that operates the methods of the Graph.

Implementation:

Graph class has a set of vertices and three dictionaries representing the inbound and outbound neighbours of a vertex and one for the cost of an edge.

The set of vertices, self.\_\_vertices, keeps track of every vertex of the graph.

The dictionary, self.\_\_outbound\_neighbours, keeps a set of every neighbour of a given vertex x. For example self.\_\_outbound\_neighbours[x] is a set containing all the vertices that form and edge from x to that vertex.

For the dictionary self.\_\_inbound\_neighbours is the same explanation as above but it keeps track the inbound neighbours of a given vertex x.

Graph class has the following methods:

* Constructor -> creates the graph
* vertices\_iterator -> returns an iterator to the set of vertices
* outbound\_neighbours\_iterator -> returns an iterator to the set of outbound neighbours of a vertex
* inbound\_neighbours\_iterator -> returns an iterator to the set of inbound neighbours of a vertex
* edges\_iterator -> returns an iterator to the set of edges
* is\_vertex -> checks if a given vertex is in the graph
* is\_edge -> checks if a given edge is in the graph
* count\_vertices -> returns the number of vertices in the graph
* count\_edges -> returns the number of edges in the graph
* in\_degree -> returns the in degree of a given vertex
* out\_degree -> returns the out degree of a given vertex
* get\_edge\_cost -> getter for the cost of a given edge
* set\_edge\_cost -> setter for the cost of a given edge
* add\_vertex -> adds a given vertex in the graph
* remove\_vertex -> removes a vertex from the graph
* add\_edge -> adds a given edge in the graph
* remove\_edge -> removes an edge from the graph
* copy -> returns a deep copy of the graph

Also, there are two friend functions that help us to read a graph from a file and save a graph to a file.

* read\_file -> creates and returns a graph from a text file
* write\_file -> writes to the file the data of the graph