

Graph Type	Description	Applications
Undirected Graph	<ul style="list-style-type: none"> • Edges have no direction • Degree = number of edges per vertex 	<ul style="list-style-type: none"> • Social networks (friendship) • Road maps (two-way streets)
Directed Graph	<ul style="list-style-type: none"> • Edges have direction ($u \rightarrow v$) • Has in-degree & out-degree 	<ul style="list-style-type: none"> • Web links • Task dependencies
Weighted Graph	<ul style="list-style-type: none"> • Each edge has a weight (cost, distance, time) 	<ul style="list-style-type: none"> • GPS routing • Airline networks
Simple Graph	<ul style="list-style-type: none"> • No self-loops • No multiple edges between vertices 	<ul style="list-style-type: none"> • Basic network modeling
Multigraph	<ul style="list-style-type: none"> • Allows multiple edges between same vertices 	<ul style="list-style-type: none"> • Transport routes with alternatives
Dense Graph	<ul style="list-style-type: none"> • Number of edges \approx maximum possible edges 	<ul style="list-style-type: none"> • Fully connected systems
Sparse Graph	<ul style="list-style-type: none"> • Few edges compared to maximum possible 	<ul style="list-style-type: none"> • Road networks in large areas
Complete Graph	<ul style="list-style-type: none"> • Every vertex connected to every other vertex 	<ul style="list-style-type: none"> • Full-mesh networks