

# Specification

We shall define a class named **DirectedGraph** representing a *directed graph*.

The class **DirectedGraph** will provide following methods:

*DirectedGraph(int size = 0)*

Constructs a graph with *size* vertices, the default size is 0

*get\_vertices(): int*

Returns the number of vertices of the graph

*get\_edges(): int*

Returns the number of edges of the graph

*add\_edge(int from\_vertex, int to\_vertex, int cost)*

Adds an edge to the graph

*parse\_vertices(): list*

Returns an iterable list of vertices

*is\_edge\_defined(int having\_start, int having\_end): boolean*

Returns true if an edge is defined by the start and end vertices and false otherwise

*get\_vertex\_in\_out(int vertex): (int, int)*

Returns a pair of total in degree and out degree vertices for a given vertex

*parse\_vertex\_in(int vertex): list*

Returns an iterable list of in degree vertices for a given vertex

*parse\_vertex\_out(int vertex): list*

Returns an iterable list of out degree vertices for a given vertex

*get\_edge\_cost(int having\_start, int having\_end): int*

Returns the cost of a defined edge for a given start and end vertex

*set\_edge\_cost(int having\_start, int having\_end, int cost)*

Sets a given cost to a given edge defined by a start and end vertex

*add\_vertex()*

Adds a new vertex

*remove\_edge(int having\_start, int having\_end)*

Removes an edge defined by the given start and end of a vertex

*remove\_vertex(int vertex)*

Removes the given vertex

*get\_copy(): DirectedGraph*

Returns a copy of the **DirectedGraph** as a **DirectedGraph**

# Implementation

The implementation uses 3 maps:

```
def __init__(self, size=0):
```

```
    self.store_from = {}
```

```
    self.store_to = {}
```

```
    self.store_cost = {}
```

```
    for v in range(size):
```

```
        self.store_from[v] = []
```

```
        self.store_to[v] = []
```

One map is used to store a list of “out vertices”, one is used to store a list of “in vertices” and one stores the cost of a pair of vertices. In the constructor, the vertices are initialized for the given size.

*store\_from:*

*key: vertex*

*value: list of vertices*

*store\_to:*

*key: vertex*

*value: list of vertices*

*store\_cost:*

*key: pair of 2 vertices*

*value: cost*