PROGRAM REQUIREMENTS

Name	**R1.** Pose a problem to be solved
Abstract	The group should pose a problem. This can be a game, a real life problem or a programming competitive problem.
Input	
Output	

Name	**R2.** Solve the problem with a graph
Abstract	Implements a graph that should contains a minimum of 50 edges and 50 vertices.
Input	
Output	

Name	**R3.** Solver the problem with another graph
Abstract	Implements a graph different that the previous. This should contain 50 edges and 50 vertices else.
Input	
Output	

Name	**R4.** Do a user interface
Abstract	The program should have a user interface (optional)
Input	
Output	