class Graph:

def \_\_init\_\_(self):

self.graph = {}

def add\_edge(self, u, v):

if u not in self.graph:

self.graph[u] = []

self.graph[u].append(v)

def print\_graph(self):

# {0: [1, 4], 1: [2, 3, 4], 2: [3], 3: [4]}

for node in self.graph:

print(node, "->", " -> ".join(map(str, self.graph[node])))

g = Graph()

g.add\_edge(0, 1)

g.add\_edge(0, 4)

g.add\_edge(1, 2)

g.add\_edge(1, 3)

g.add\_edge(1, 4)

g.add\_edge(2, 3)

g.add\_edge(3, 4)

g.print\_graph()