**2 non-trivial methods:**

1)findDogRelationshipByMenu() : this function takes in two dog breed names and is able to check if these dogs have an Edge connecting them, if they do, the directed/undirected edge will be printed out with its weight, as well as both dogs' full information

2) aPathFindByMenu() : this function takes in two dog IDs and finds all paths connecting them. Once it does, it print outs all these paths.

# Graph class

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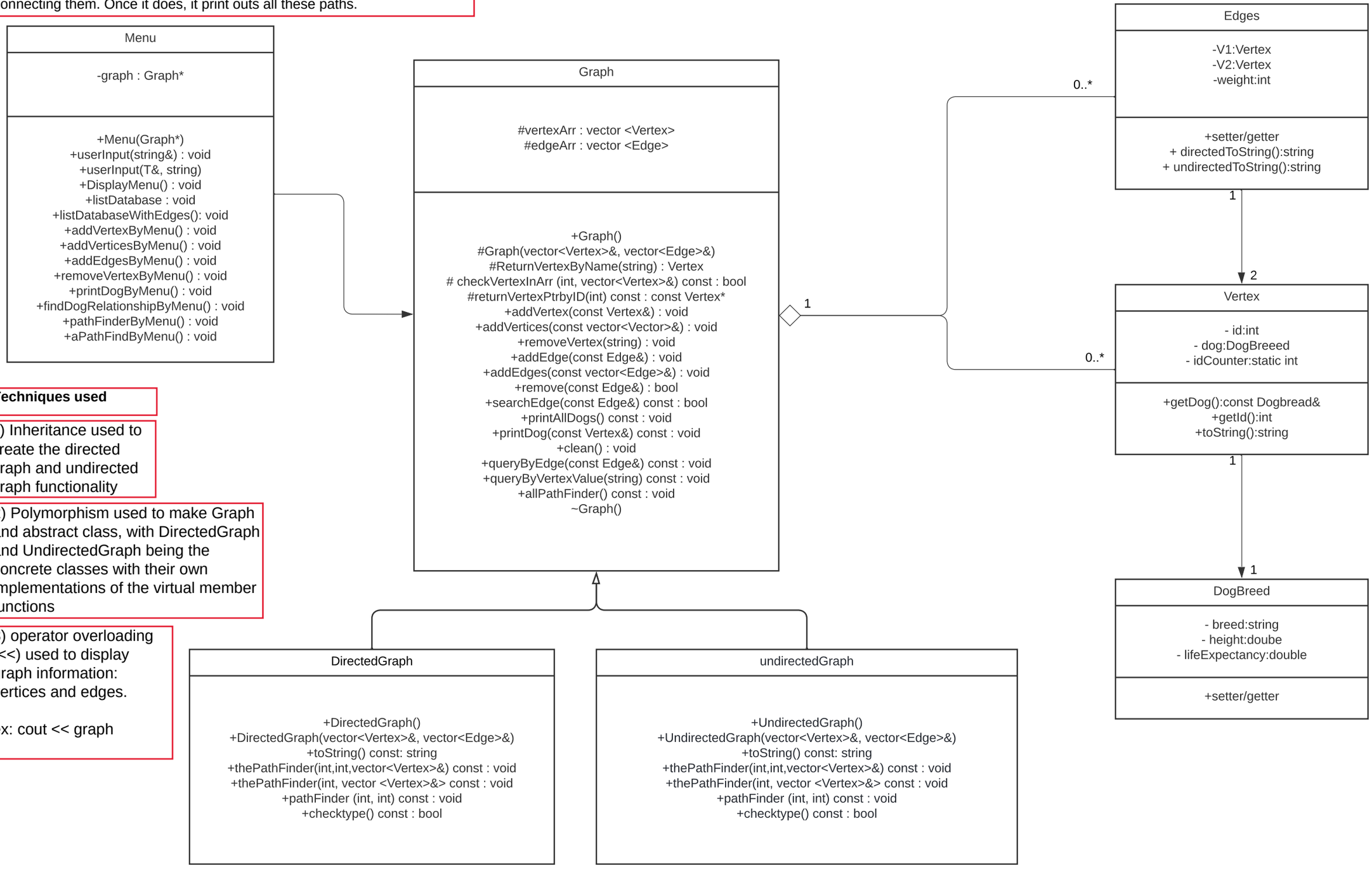


**Techniques used**

1) Inheritance used to create the directed graph and undirected graph functionality

2) Polymorphism used to make Graph and abstract class, with DirectedGraph and UndirectedGraph being the concrete classes with their own implementations of the virtual member functions

3) operator overloading (<<) used to display graph information: vertices and edges.

ex: cout << graph