TBKMath documentation

# Network<T>

## *Nodes* are objects of type T

## *Neighbors* is a Dictionary<T, List<T>> providing a list of nodes for each node.

## *AttachNode*(T node, List<T> neighbors)

1. If node is not in Nodes, adds it and adds the neighbors to Neighbors keyed by node.
2. If node is already in Nodes, adds each member of neighbors to Neigbors[node] if necessary.
3. Steps through the nodes in neighbors, adding each neighbor to Nodes if necessary, and adding node to Neighbors[neighbor] if necessary.