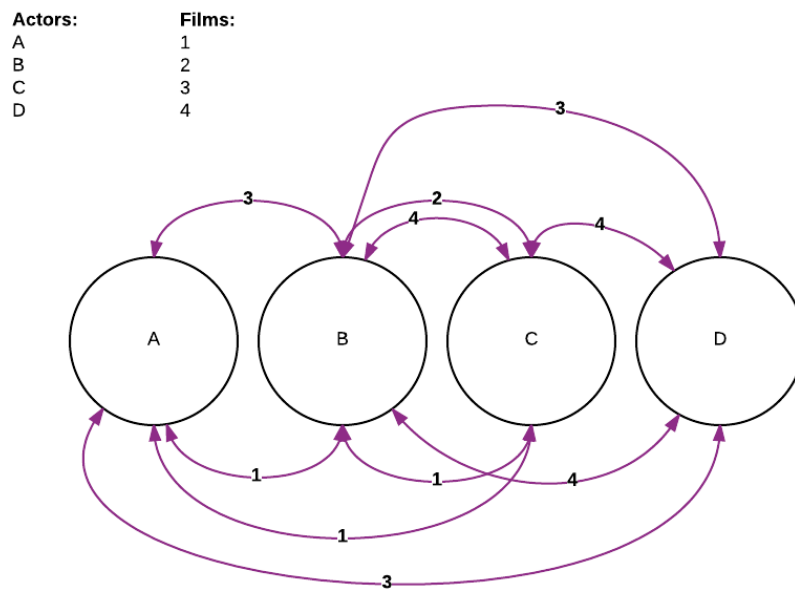
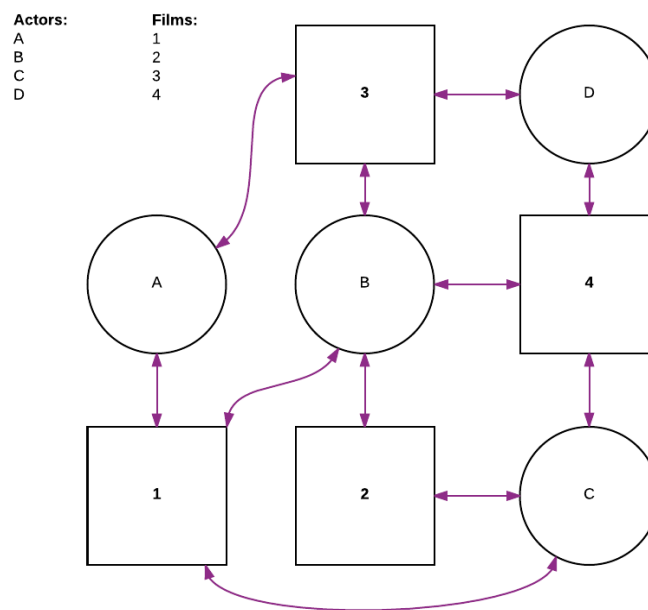


We came to this project with multiple different strategies. We considered representing the graph as a both a adjacency list or as a graph. We also contemplated whether or not we should use objects the movies and/or the actors. We decided to go with objects for both film and actors so we could access each one and search outward from here. We also decided that there should be two layers here. It should be a generic node that can be type actor or other. We realized that by representing the movies as edges they would have to be represented multiple times as shown below:



So we made the decision to make films/edges a separate type of node, represented by squares:



Because the squares can never point to themselves and neither can the circles, this is a bipartite graph, which is clear in the representation below:

