The Graph class represents a graph data structure and has functions that perform various operations on the graph, such as adding and removing nodes and edges, and adjusting the weight of an edge.

The running time of each function depends on the specific implementation and the size of the input, but generally, the addNode and addEdge functions have a constant average-case running time (O(1)), while the removeNode, removeEdge, adjustEdgeWeight, hasEdge, getEdges, getWeight, and getTopologicalOrder functions have a running time that depends on the number of edges in the graph (O(E)).

The hasNode and getNodes functions have a running time that depends on the number of nodes in the graph (O(N)).

The getAdjacentNodes and getIndegree functions have a running time of O(N), while the getShortestPath function has a running time of O(N^2 + E) for dense graphs and O(E log N) for sparse graphs.

The getMinimumSpanningTree function has a running time of O(E log N).