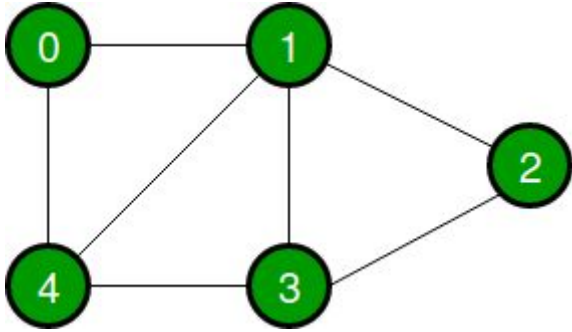


TAD <Graph>																																
																																
{inv: $EdgeQ \Leftarrow VertexQ \wedge Edges\ must\ relate\ two\ vertices\ }$ }																																
Primitive Operations: <table> <tr> <td><input type="checkbox"/> addVertex:</td><td>Graph x value x vertex</td><td>→ Graph</td></tr> <tr> <td><input type="checkbox"/> deleteVertex:</td><td>Graph x value</td><td>→ Graph</td></tr> <tr> <td><input type="checkbox"/> searchVertex:</td><td>Graph</td><td>→ value</td></tr> <tr> <td><input type="checkbox"/> updateVertex:</td><td>Graph x value x vertex</td><td>→ Graph</td></tr> <tr> <td><input type="checkbox"/> bfs</td><td>Graph x vertex</td><td>→ Graph</td></tr> <tr> <td><input type="checkbox"/> dfs</td><td>Graph x vertex</td><td>→ Graph</td></tr> <tr> <td><input type="checkbox"/> dijkstra:</td><td>Graph x vertex</td><td>→ Graph</td></tr> <tr> <td><input type="checkbox"/> floydWarshall:</td><td>Graph x vertex</td><td>→ Graph</td></tr> <tr> <td><input type="checkbox"/> prim:</td><td>Graph x vertex</td><td>→ Tree</td></tr> <tr> <td><input type="checkbox"/> kruskal:</td><td>Graph x vertex</td><td>→ Tree</td></tr> </table>			<input type="checkbox"/> addVertex:	Graph x value x vertex	→ Graph	<input type="checkbox"/> deleteVertex:	Graph x value	→ Graph	<input type="checkbox"/> searchVertex:	Graph	→ value	<input type="checkbox"/> updateVertex:	Graph x value x vertex	→ Graph	<input type="checkbox"/> bfs	Graph x vertex	→ Graph	<input type="checkbox"/> dfs	Graph x vertex	→ Graph	<input type="checkbox"/> dijkstra:	Graph x vertex	→ Graph	<input type="checkbox"/> floydWarshall:	Graph x vertex	→ Graph	<input type="checkbox"/> prim:	Graph x vertex	→ Tree	<input type="checkbox"/> kruskal:	Graph x vertex	→ Tree
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addVertex
Adds a vertex to the graph as a relation with a given vertex.
pre: Graph is already initialized.
pos: A value was added to the graph adjacent/related to the given vertex.

deleteVertex
Deletes a vertex from the graph, making the necessary relation fixes on its relations
pre: Graph is already initialized.
pos: A value was deleted from the

graph
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searchVertex
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Search a vertex with a given key in the graph.
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pre: Graph is already initialized.
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pos: vertex value if it was found on the graph, null if it wasn't.
--

updateVertex
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Searches the vertex with the given key and, if found, changes its value to the new one.
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pre: Graph is already initialized.
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pos: new vertex value if it was found on the graph and replaced, null if it wasn't.
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BFS
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Travels the graph by breadth. Visiting each neighbour vertices before going deeper, until all vertices are visited.
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pre: Graph is already initialized.
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pos: List showing the vertices of the graph.
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DFS
-----

Travels the graph by depth. Visiting each relation of each vertex before going wider, until all vertices are visited.
---

pre: Graph is already initialized.
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pos: List showing the vertices of the graph.
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Dijkstra
Travels the graph from a given vertex returning the minimum path to each of them
pre: Graph is already initialized.
pos: List showing the minimum paths.

Floyd-Warshall
Travels the graph from a given vertex returning the minimum path to each pair.
pre: Graph is already initialized.
pos: Length of shortest paths between all vertices.

Prim
Travels the graph from a given vertex returning the minimum spanning tree including every vertex.
pre: Graph is already initialized.
pos: A tree with every vertex of the graph.

Kruskal
Travels the graph from a given vertex returning the minimum spanning forest including every vertex.
pre: Graph is already initialized.
pos: A forest with every vertex.