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Task 1:

We made a vector of linked lists. Each entry within the vector is a point identified by its value. Each connection of the linked list is considered an edge. We made it so all edges are non-directional. This can be seen in the fact that if you have a connection from one point to another there will also be a connection from the second point to the first.

A screenshot of a computer

Description automatically generated

Shows adding edges works

A screen shot of a social media post

Description automatically generated

After adding edges, an edge may be found or removed.

A screen shot of a computer

Description automatically generated

After adding edges, removing or looking for (finding) an invalid edge does nothing.

A close up of a black background

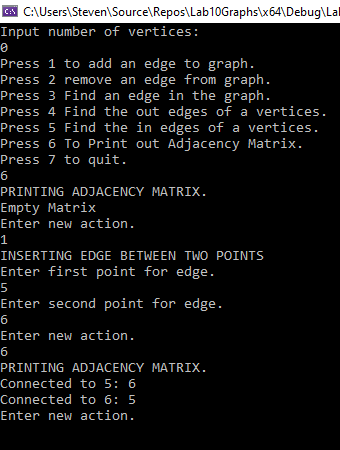
Description automatically generated

After adding edges, finding out edges for a valid vertex returns number of edges. For an invalid vertex it throws an error and exits the program.

A close up of a black background

Description automatically generated

After adding edges, finding in edges for a valid vertex returns number of edges. For an invalid vertex it throws an error and exits the program.



Printing an empty or filled matrix works.