

Digraph API

Almost identical to Graph API.

```
public class Digraph
```

```
    Digraph(int V)
```

create an empty digraph with V vertices

```
    Digraph(In in)
```

create a digraph from input stream

```
    void addEdge(int v, int w)
```

add a directed edge $v \rightarrow w$

```
    Iterable<Integer> adj(int v)
```

vertices pointing from v

```
    int V()
```

number of vertices

```
    int E()
```

number of edges

```
    Digraph reverse()
```

reverse of this digraph

```
    String toString()
```

string representation