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The changes I made for the graph assignment is mainly inside the GraphForm file, which I modify entirely. The reason why I made the changes inside the file was to create a closer resemblance to a graph. The previous version had the vertex placed too close together and overall not connecting correctly. My reattempt has different methods in hopes to place the vertex separated and draw the lines to connect them. I first check if the matrix contains any inputs, which I then insert them into a vertex list. Then, I have a long method that is meant to draw the points. After receiving some help from Dez, I was able to spread out the points so that they aren't touching. Then, I had the points into another list, as to create the lines. Unfortunately, I didn't have enough time to fix some of the issues regarding the lines and some vertex positions. For example, a line may lead towards an empty spot, which is technically correct as the vertex point is in the correct location. After attempting to redo the assignment section, I learned that the points that are multiplied to draw the vertex don't hold the value. If a position is placed in 30, 120 from the points 1, 4, the higher numbers wouldn't be set. Thus, including the values was the best way to ensure the lines were able to touch the vertex positions mostly correct.