

## Vertex< T >

- # info
- # parking
- # location
- # code
- # adj
- # visited
- # processing
- # low
- # num
- # indegree
- # dist
- # path
- # incoming
- # queueIndex

- + Vertex()
- + operator<()
- + getInfo()
- + getAdj()
- + isVisited()
- + isProcessing()
- + getIndegree()
- + getDist()
- + getPath()
- + getIncoming()
- and 21 more...
- # deleteEdge()