**The ADT Graph**

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| **ADT Vertex** |
| Representation:    Vertex = {value = <Object>, edgeList = <List>} |
| {inv: value ≠ NIL, edgeList.size ≥ 0 } |
| Primitive Operations:   |  |  |  | | --- | --- | --- | | createVertex | Value | * Vertex | | addEdge | Vertex x Edge | * Vertex | | removeEdge | Vertex x Edge | * Vertex | | getValue | Vertex | * Value | | getEdges | Vertex | * List | | isAdjacent | Vertex x Vertex | * Boolean | |

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| **createVertex(val)** |
| “Creates a new Vertex, with its given value.” |
| {pre: TRUE} |
| {post: vertex={val, edgeList} } |

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| **addEdge(vert, edg)** |
| “Connects this vertex to a new edge.” |
| {pre: vert ≠ NIL, edg ∈ Edge, (edg.vertex1 = NIL ∧ edg.vertex2 ≠ NIL) ∨ (edg.vertex1 ≠ NIL ∧ edg.vertex2 = NIL )} |
| {post: edg ∈ vert.edgeList} |

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| **removeEdge(vert, edg)** |
| “Disconnects this vertex from an edge.” |
| {pre: vert ≠ NIL, edg ∈ vert.edgeList, edg.vertex1 = vert v edg.vertex2 = vert} |
| {post: edg ∉ vert.edgeList} |

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| **getValue (vert)** |
| “Returns the value of this Vertex” |
| {pre: vert ≠ NIL} |
| {post: <value>} |

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| **getEdges (vert)** |
| “Returns all of the edges this vertex is connected to.” |
| {pre: vert ≠ NIL} |
| {post: <edgeList>} |

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| **isAdjacent(vert1, vert2)** |
| “Determines whether a pair of vertexes are adjacent or not.” |
| {pre: vert1 ≠ NIL, vert1.edgeList.size > 0, vert2 ≠ NIL, vert2.edgeList.size > 0} |
| {post: FALSE if (edg.vert1 = vert2 or edg.vert2 = vert2) and edg ∈ vert1.edgeList; TRUE otherwise} |

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| **ADT Edge** |
| Representation:    Edge = {Vertex1 = <Vertex>, Vertex2 = <Vertex>, Weight = <Integer>, Directed = <Boolean>} |
| {inv: Vertex1 ≠ NIL, Vertex2 ≠ NIL, Weight ≥ 0 } |
| Primitive Operations:   |  |  |  | | --- | --- | --- | | createEdge | Vertex x Vertex x Integer x Boolean | * Edge | | isWeighted | Edge | * Boolean | | getWeight | Edge | * Integer | | isDirected | Edge | * Boolean | | getVertex1 | Edge | * Vertex | | getVertex2 | Edge | * Vertex | |

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| **createEdge(v1,v2, w, d)** |
| “Creates a new Edge and connects two vertexes to it. Also determines its weight and if its either directed or not.” |
| {pre: TRUE} |
| {post: edge={v1, v2, w, d} |

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| **isWeighted(ed)** |
| “Determines whether an edge is weighted or not.” |
| {pre: ed ≠ NIL} |
| {post: TRUE if ed.Weight >0; FALSE otherwise} |

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| **getWeight (ed)** |
| “Determines the weight of this edge.” |
| {pre: ed ≠ NIL} |
| {post: <Weight>} |

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| **isDirected(ed)** |
| “Determines whether an edge is directed or not, in which case it’ll be directed from ed.Vertex1 to ed.Vertex2” |
| {pre: ed ≠ NIL} |
| {post: <Directed>} |

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| **getVertex1(ed)** |
| “Returns the first vertex this edge is connected to.” |
| {pre: ed ≠ NIL} |
| {post: <Vertex1>} |

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| **getVertex2(ed)** |
| “Returns the second vertex this edge is connected to.” |
| {pre: ed ≠ NIL} |
| {post: <Vertex2>} |

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| **ADT Graph** |
| Representation:    Graph = {V, E}, where V is a set of Vertexes and E is a set of Edges |
| {inv: V.size ≥ 0, E.size ≥ 0} |
| Primitive Operations:   |  |  |  | | --- | --- | --- | | createGraph |  | * Graph | | isWeighted | Graph | * Boolean | | isDirected | Graph | * Boolean | | isRelated | Graph | * Boolean | | addVertex | Graph x Vertex | * Graph | | addEdge | Graph x Edge | * Graph | | removeVertex | Graph x Vertex | * Graph | | removeEdge | Graph x Edge | * Graph | | getNumberOfEdges | Graph | * Integer | | getNumberOfVertexes | Graph | * Integer | | areConnected | Graph x Vertex x Vertex | * Boolean | | getWeightMatrix | Graph | * A = {aij} | | getDirectionMatrix | Graph | * A = {aij} | | DFS | Graph | * List<Vertex> | | BFS | Graph | * List<Vertex> | | Dijkstra | Graph | * List<Edge> | | Floyd-Warshall | Graph | * A = {aij} | | Prim | Graph | * Graph | |

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| **createGraph()** |
| “Creates a new Graph and initializes its components.” |
| {pre: TRUE} |
| {post: graph={V, E}, V = {}, E = {} } |

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| **isWeighted(gr)** |
| “Determines whether a Graph is directed or not.” |
| {pre: TRUE} |
| {post: TRUE if } |