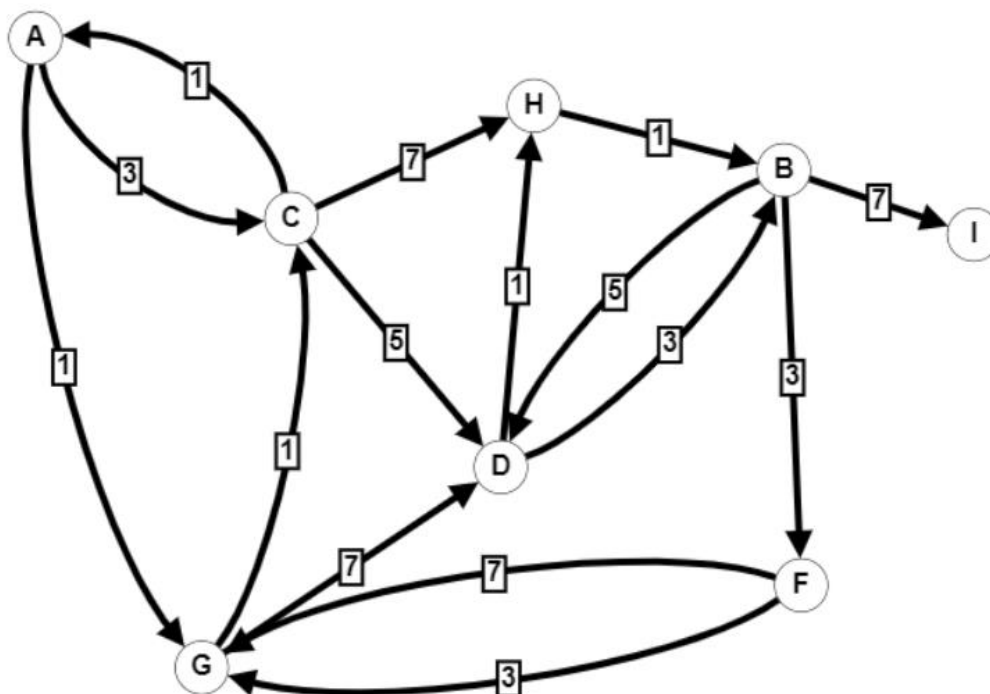


## ADT Multigraph directed

$G = (V, E)$   
 $f \text{ of } E \text{ in } \{\{u, v\} \mid u, v \in V\}$   
 $e_1 \text{ and } e_2 \text{ are multiple edges if } f(e_1) = f(e_2)$



$V = \{A, C, B, D, E, F, G, H, I\}$   
 $E = \{(A, C), (C, A), (A, G), (H, D), (F, G) \dots\}$

**Note:** The number in the edge are the weight of the edges, these can be any value, but always must be an Integer  
Weight = w

$inv = \{no \ loops\}$   
 $inv = \{\forall w \{w \mid w > 0\}\}$   
 $inv = \{V \neq \emptyset\}$   
 $inv = \{E \neq \emptyset\}$

## Primitive Operations

MDGraph	...	MDGraph
Create Vertex	MDGraph x Pos	MDGraph x Vertex
Create Edge	MDGraph x V1 x V2 x W	MDGraph x Edge
Dijkstra Path	MDGraph x V1 x V2	MDGraph x List Vertex
Dijkstra Amount	MDGraph x Dijkstra Path	Integer
Floyd Warshall	MDGraph	MDGraph x List Vertex

<b>MDGraphe( ): Constructor</b>
Create a new Multigraph derigged
<i>pre = {true}</i> <i>pos = {MDGraph}</i>

<b>Create Vertex(Int pos): Creator</b>
Creates a new vertex in the graph, this vertex must have an identification
<i>pre = {true, MDGraph}</i> <i>pos = {a new vertex without connexion}</i>

<b>Create Edge(V vertex1, V vertex2, W weight): Creator</b>
Creates a new edge between two vertexes, this edge has a weight, this weight is an integer greater than zero. Also, de vertex1 is the begin and the vertex2 is the end.
<i>pre = {vertex1, vertex2}</i> <i>pos = {edge between vertex1, vertex2}</i>

<b>Dijkstra Path(V vertex1, V vertex2) : Analyzer</b>
Visit all the paths between the vertex1 and vertex2, evaluate any paths to know which path is the shortest one, and return a list with the vertexes of the path
<i>pre = {true, vertex1, vertex2}</i> <i>pos = {list with vertexes}</i>

<b>Dijkstra Amount( ) : Analyzer</b>
Get the list of the method Dijkstra Path, and then evaluate the edges between the vertexes of the list and get the total weight of the path.
<i>pre = {Dijkstra Path}</i> <i>pos = {an integer that is the total weight}</i>

<b>Floyd Warshall( ) : Analyzer</b>
Evaluates all paths between all vertices, to find the shortest path between any pair of vertices.
<i>pre = {true}</i> <i>pos = {list with vertexes}</i>