CPE 202 ADT Cheat-sheet

# Binary Heap

* Logarithmic nature because of underlying binary tree representation
* Implementation uses a list
* Adheres to the **heap order property** & the **binary tree structure**

# Graphs

## Graph

* Graph()
* addVertex(vert)
* addEdge( fromVert, toVert)
* addEdge( fromVert, toVert, weight)