Graph Implementation

**public** **void** clearMarks()

// Sets marks for all vertices to false.

{

**for**(**int** i = 0; i < numVertices; i++) {

**this**.marks[i] = **false**;

}

}

**public** **void** markVertex(T vertex)

// Sets mark for vertex to true.

{

**this**.marks[**this**.indexIs(vertex)] = **true**;

}

**public** **boolean** isMarked(T vertex)

// Returns true if vertex is marked; otherwise, returns false.

{

**return** (**this**.marks[**this**.indexIs(vertex)] == **true**);

}

**public** T getUnmarked()

// Returns an unmarked vertex if any exist; otherwise, returns null.

{

**for**(**int** i = 0; i < numVertices; i++) {

**if**(!**this**.marks[i])

**return** vertices[i];

}

**return** **null**;

}