

```
1  /*****
2  *  mud
3  *****/
4
5  package mud;
6
7  // package practicals.auction;
8
9  // Represents an path in the MUD (an edge in a graph).
10 class Edge {
11     public Vertex _dest;    // Your destination if you walk down this path
12     public String _view;    // What you see if you look down this path
13
14     public Edge(Vertex d, String v) {
15         _dest = d;
16         _view = v;
17     }
18 }
19
20
```