```java
/*******************************************************************************
 * Assessment.mud.cs3524.solutions.mud
 ******************************************************************************/

package mud;

import java.util.Map;
import java.util.HashMap;
import java.util.List;
import java.util.Vector;
import java.util.Iterator;

// Represents a location in the MUD (a vertex in the graph).
class Vertex {
    public String _name;              // Vertex name
    public String _msg = "";          // Message about this location
    public Map<String, Edge> _routes; // Association between direction
    // (e.g. "north") and a path
    // (Edge)
    public List<String> _things;      // The things (e.g. players) at
    // this location

    public Vertex(String nm) {
        _name = nm;
        _routes = new HashMap<String, Edge>(); // Not synchronised
        _things = new Vector<String>();        // Synchronised
    }

    public String toString() {
        String summary = "\n";
        summary += _msg + "\n";
        Iterator iter = _routes.keySet().iterator();
        String direction;
        while (iter.hasNext()) {
            direction = (String) iter.next();
            summary += "To the " + direction + " there is " + ((Edge) _routes.get(direction)).
  _view + "\n";
```

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37          }
38          iter = _things.iterator();
39          if (iter.hasNext()) {
40              summary += "You can see: ";
41              do {
42                  summary += iter.next() + " ";
43              } while (iter.hasNext());
44          }
45          return summary;
46      }
47  }
48
49
```