



# Graph, Matrices and Files

## Classroom Activity 2.1

### Objective

The student will build non linear structures for data storage and retrieval.

### Instructions

1. Consider the graph structure and operations in Graph.c, implement the following operations:
  - a) Function `deleteEdge` to delete an edge removing the target vertex (v) from the adjacency list emerging from the source vertex (u). The function does not need to return any value. The inputs of the function are a pointer to the first node in the general list (GenPtr), source vertex (u) and target vertex (v).
  - b) Function `deleteVertex` to delete a vertex from the general list as well as the edges that arrive or emerge from it.

In order to implement `deleteEdge` and `deleteVertex`, be sure to identify all particular cases and de-allocate memory.

### Submission Deliverables

Submit your homework as a zip file containing the source code of each problem. Name your folder with your name, e.g. for Didier Gamboa, the file name should be:

Didier\_Gamboa