**This is a project about graph – basic algorithms**

This Graph hoding:

Given an adjacency matrix

Methods:

* LoadDatabase //Loading data from database
* Convert1() // from adjacency matrix to incident matrix
* Convert2() // from adjacency matrix to adjacency list
* BFS(vertex X)
* DFS(vertex X)
* Findpath(vertex X, vertex Y) // use Dijkstra algorithm to find the shortest path from X to Y
* MST1(vertex X) // Prim-Janik algorithm
* MST2() // Kruskal algorithm
* Euler(vertex X) // construct Euler cycle from vertex X