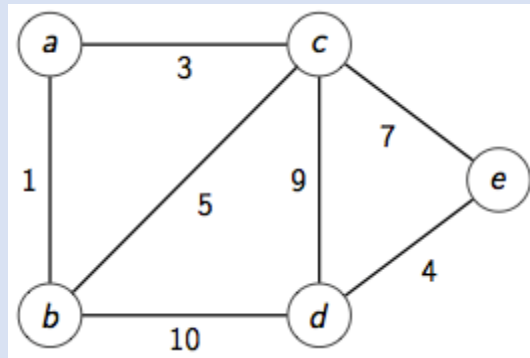


TAD Graph $\langle K, E \rangle$



$\{\text{inv: } G = (V, E), \forall (a, b) \in E \exists (b, a) \in E\}$

Primitive operations:

•	getGraph	->ArrayList
•	getWeigthMatrix:	->double[][]
•	addVertex: Vertex<K,E>	->void
•	getVertex: int	->Vertex<E>
•	deleteVertex: Vertex<K,E>	->void
•	addEdge: Vertex< K,E> Vertex< K,E>	->void
•	addEdge: Vertex< K,E> Vertex< K,E> double	->void
•	deleteEdge: Vertex< K,E> Vertex< K,E>	->void
•	isDirected: Vertex< K,E>	->boolean
•	getAdjacents: Vertex< K,E>	->ArrayList
•	BFS IGraph<K,E> Vertex<K,E>	->ArrayList
•	DFS IGraph<K,E> Vertex<K,E>	->ArrayList
•	dijkstra IGraph<K,E> Vertex<K,E>	->Object
•	floyd-Warshall IGraph<K,E>	->double[][]
•	prim IGraph<K,E> Vertex<K,E>	->ArrayList
•	kruskal IGraph<K,E>	->ArrayList

getGraph

“Returns the graph.”

{pre: TRUE}

{post: ArrayList with its respective identifier (K) and the object it contains (E)}

Analyzer

getWeigthMatrix

“Returns a matrix where we can observe the weights of each edge.”

{pre: A weighted graph must exist}

{post: Graph weight matrix}

Analyzer

addVertex (v)

“Adds a new vertex to the graph.”

{pre: TRUE}

{post: The vertex has been added}

Modifier

getVertex (index)

“Returns the vertex of a given index.”

{pre: The vertex must exist}

{post: The vertex has been returned}

Analyzer

deleteVertex (v)

“Deletes the vertex v from the graph.”

{pre: The vertex must exist}

{post: The vertex has been deleted}

Modifier

addEdge (u,v)

“Adds a new edge to the graph given two vertexes.”

{pre: TRUE}

{post: The edge has been added between the two vertices}

Modifier

addEdge (u,v,w)

“Add an edge between the two vertices, assigning it a weight w.”

{pre: TRUE}

{post: The edge has been added between the two vertices with its respective weight.}

Modifier

deleteEdge (u,v)

“Delete an edge between the two vertices.”

{pre: The edge must exist}

{post: The vertex has been deleted}

Modifier

isDirected (v)

“Returns a boolean indicating if the graph is directed or undirected.”

{pre: The graph must exist}

{post: Indicates if the graph is directed or undirected}

Analyzer

getAdjacents (v)

“Given a vertex, it returns an ArrayList with the nodes adjacent to said vertex.”

{pre: The vertex must exist}

{post: ArrayList with the nodes adjacent to the given vertex}

Analyzer

BFS (graph, vtx)

“Searches width for a graph, starting at the root and scans all neighboring nodes, then the adjacent nodes of the neighbors.”

{pre: The graph must exist}

{post: Returns an arraylist of vertices}

Analyzer

DFS (graph, vtx)

“It runs through the nodes of a graph in an orderly manner, expanding each and every one of the nodes it locates, on a recurring basis, on a specific path.”

{pre: The graph must exist}

{post: Returns an arraylist of vertices}

Analyzer

dijkstra (graph, vtx)

“Determine the shortest path given an origin vertex to the rest of all vertices of the weighted graph.”

{pre: The graph must exist, be weighted, directed, and connected}

{post: Returns two arraylists showing the final L and C}

Analyzer

floyd-Warshall (graph)

“Determine the shortest path between all pairs of vertices in one run.”

{pre: The graph must exist, be weighted, directed, and connected}

{post: Returns a matrix of weights of the minimum path}

Analyzer

prim (graph, vtx)

“Find the minimum covering tree, finding the subset of edges that form a tree with all vertices, where the total weight of all edges is the minimum possible.”

{pre: The graph must exist, be weighted, undirected, and connected}

{post: Returns an arraylist with the minimum spanning tree from the given vertex}

Analyzer

kruskal (graph)

“Finds a minimum covering tree in a weighted connected graph by looking for the subset of edges including all vertices and the sum of the value of its edges is the minimum. If unrelated, it finds a minimal spanned forest, in other words, a minimal spanned tree for each connected component.”

{pre: The graph must exist, be weighted, and undirected}

{post: Returns an arraylist with the minimum covering tree or the minimum covering forest}

Analyzer