

1. **(35 points)** Create a template (N, E) graph class that has this interface (you can choose any of the recommended structure ideas from the slides)
 - a. **add_node**(N)
 - b. **add_edge**(N start, N dest, E val)
 - c. **bool contains_node**(N)
 - d. **bool contains_edge**(N start, N dest)
 - e. **remove_node**(N)
 - f. **remove_edge**(N start, N dest)
 - g. **E get_edge**(N start, N dest) // Should raise exception if no edge
 - h. Some way to get all nodes and all neighbors of a node (iterator, functions, etc.) – it's also OK to use other tools we've written (ex. I used the UnorderedMap iterator to do this part)
 - i. **<< operator** overload that produces output in "adjacency list" style (ex. slide3):


```
D |
A | (B:0.6) (F:1.3)
G | (B:0.1)
B | (R:2.5) (G:0.1)
R | (G:4.0)
F | (D:3.7) (G:2.8) (A:1.3)
```
 - j. (you can define additional methods too!)
2. **(10 points)** Google tests of the above
3. **(5 points)** Good doxygen documentation of the above class
4. **(50 points)** Using our TextCircle class (from Lab7), have a method to load in a text file (see the sample on blackboard) and display it. This method should use the Graph class we just created.
5. **(+40 points)** Extend the functionality from #4 to allow the user to create and save a text file as show in this video: <https://youtu.be/2woD-bX5SMw>
6. **(+10 points)** Make an *interesting* (for pathfinding / exploration) map with your tool [or manually]