

SimpleGraph.h

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//  
// Created by Nikolay Yakovets on 2018-01-31.  
//  
  
#ifndef QS_SIMPLEGRAPH_H  
#define QS_SIMPLEGRAPH_H  
  
#include <unordered_map>  
#include <unordered_set>  
#include <vector>  
#include <iostream>  
#include <regex>  
#include <fstream>  
#include "Graph.h"  
  
class SimpleGraph : public Graph {  
public:  
    std::vector<std::vector<std::pair<uint32_t,uint32_t>>> adj;  
protected:  
    uint32_t V;  
    uint32_t L;  
  
public:  
  
    SimpleGraph() : V(0), L(0) {};  
    ~SimpleGraph() = default;  
    explicit SimpleGraph(uint32_t n);  
  
    uint32_t getNoVertices() const override ;  
    uint32_t getNoEdges() const override ;  
    uint32_t getNoDistinctEdges() const override ;  
    uint32_t getNoLabels() const override ;  
  
    void addEdge(uint32_t from, uint32_t to, uint32_t edgeLabel) override ;  
    void readFromContiguousFile(const std::string &fileName) override ;  
  
    void setNoVertices(uint32_t n);  
    void setNoLabels(uint32_t noLabels);  
  
};  
  
#endif //QS_SIMPLEGRAPH_H
```