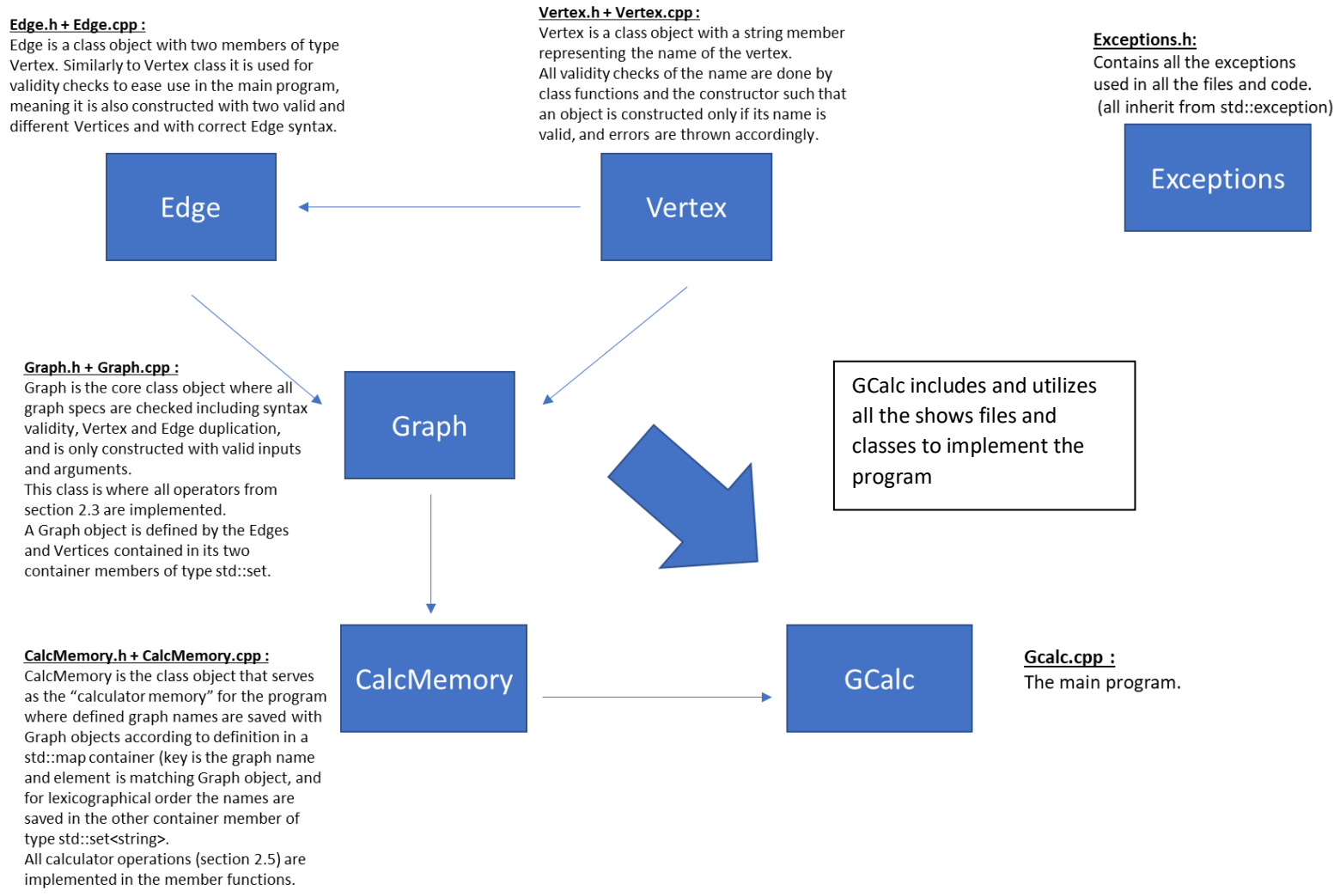
Code structure diagram



In addition three files: graph.i , GraphP.h , GraphP.cpp are used for SWIG and the implementation of the Python library (GraphP.h includes the implementation of the 4.4 section functions and GraphO.cpp the implementation and nothing else).

Summary of Classes members:

Vertex : std::string name

Edge : Vertex v1 , Vertex v2

Graph : std::set<Vertex> vertices , std::set<Edge> edges

CalcMemory : std::set<std::string> graph_names , std::map<std::string,Graph> graphs_map