# Project Description: Object-Oriented Programming with Graphs

## 1 Objective

The objective of this project is to explore object-oriented programming concepts and design patterns by implementing various types of graphs and related algorithms, while integrating database communication.

## 2 Project Components

## 2.1 Graph Classes

Define an abstract class Graph that serves as the base class for all graph types. Implement subclasses such as DirectedGraph, WeightedGraph, and Tree that extend the Graph class.

#### Abstract Class: Graph

- vertices: A list or set of vertices in the graph (List of index node 1 is represented by int "1").
- edges: A table of pairs of vertices representing the connections between vertices.

### Undirected Graph (extends Graph)

None (inherits attributes from the Graph class).

#### Directed Graph (Digraph) (extends Graph)

• directedEdges: A list of ordered pairs of vertices indicating the direction of the edges.

#### Weighted Graph (extends Graph)

• weights: A dictionary or map containing the weight or cost associated with each edge.

### Tree (extends Graph)

- root: The topmost node in the tree structure.
- parent: A list or map containing parent-child relationships.
- children: A list or map containing child-parent relationships.
- depth: A dictionary or map representing the depth of each node in the tree.

## 2.2 Algorithms

- Breadth-First Search (BFS): for all types
- Depth-First Search (DFS): for all types
- Dijkstra's Algorithm: implement this algorithm for undirected, directed, and weighted graphs only.

## 2.3 Adapter Pattern

- Create an adapter pattern that converts an adjacency list representation of a graph to an adjacency matrix representation, and vice versa.
- The adapter should provide methods for conversion and manipulation of both representations.

## 2.4 Singleton Pattern

- Implement a Singleton pattern to manage the database connection using Java Database Connectivity (JDBC) and PostgreSQL.
- Ensure that only one instance of the database connection is created throughout the application.
- Add this Maven dependency in pom.xml to establish the connectivity:

#### 2.5 Database Communication

- Integrate database communication to save and retrieve graph data.
- Design database tables to store graph information efficiently.
- Implement an interface named IGraphManaging that includes methods for creating, updating, and deleting
  graphs. Then, create a class GraphManaging to represent the database and implement this interface along
  with its related methods.