|  |
| --- |
| visual |
| - Ui::MainWindow \*ui  - vector<T> labelList  - vector<T> verticList  - bool\* visitedVerts |
| + int adjMatrix[maxSize][maxSize]  + Graph()  +~Graph()  +void DrawGraph()  +void AddVertex(const T& vertex)  +void InsertEdge(const T& vertex1, const T& vertex2, int weight)  +void DelVertex()  +bool IsFull()  +bool IsEmpty()  +int GetAmountVerts()  +int GetAmountEdges()  +int GetWeight(const T& vertex1, const T& vertex2)  +int GetVertPos(const T& vertex)  +vector<T> GetNbrs(const T& vertex)  +void Print() |