#include<bits/stdc++.h>

using namespace std;

class graph{

int v;

list<int> \*l;

public:

graph(int v){

this->v = v;

l = new list<int>[v];

}

// add edge

void edge(int x, int y){

l[x].push\_back(y);

l[y].push\_back(x);

}

void display(){

for(int i=0;i<v;i++){

cout<<i<<"->";

for(auto nbr: l[i]){

cout<<nbr<<",";

}

cout<<endl;

}

}

};

int main(){

graph g(3);

g.edge(0,1);

g.edge(0,2);

g.edge(1,2);

g.display();

}