```cpp
#ifndef NODE_H
#define NODE_H

using namespace std;
#include <iostream>
#include <vector>
#include "edge.h"

class Node{
private:
    int iKey;
    vector<Node*>* vectAdjacentNodes;
    vector<Edge*>* vectAdjacentEdges;
public:
    Node(int iKey) {
        this->iKey = iKey;
        vectAdjacentEdges = new vector<Edge*>();
        vectAdjacentNodes = new vector<Node*>();
    }

    int getKey() {
        return iKey;
    }

    void addEdge(Node* tmp, int iWeight) {
        vectAdjacentNodes->push_back(tmp);
        vectAdjacentEdges->push_back(new Edge(iKey, tmp->getKey(),
iWeight));
    }

    vector<Edge*>* getEdges() {
        return vectAdjacentEdges;
    }
};


#endif
```