

```
#ifndef EDGE_H
#define EDGE_H

using namespace std;
#include <iostream>

class Edge{
private:
    int iKeyFrom;
    int iKeyTo;
    int iWeight;
public:
    Edge(int nodeFrom, int nodeTo, int iWeight) {
        this->iKeyFrom = nodeFrom;
        this->iKeyTo = nodeTo;
        this->iWeight = iWeight;
    }

    int getWeight() {
        return iWeight;
    }

    int getNodeTo() {
        return iKeyTo;
    }

    int getNodeFrom() {
        return iKeyFrom;
    }
};

#endif
```