#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