#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