

I removed the check for edges having valid incoming and outgoing nodes in the Graph(nodes, edges) constructor because I noticed that my tests were taking ridiculously long and after some commenting out, I realized that caused problems. Because of that, I also changed the specs by adding a precondition (all edges must have valid nodes) and removed a thrown exception.

I removed my incomingEdges map and nodes set from Graph to cut down on the amount of memory Graph requires on big datasets (memory would run out on datasets that were ~2 MB). So, my Graph ADT implementation is just an adjacency list now, which also required me to change all of my methods' implementations.