



a) I will gonna represent edges like

$\Rightarrow \text{HashSet} \langle \text{Edge} \rangle = \text{new HashSet} \langle \rangle (1);$

$\left[ \begin{array}{l} ((s_1, d_1)), ((s_2, d_2)), ((s_1, d_3)), \\ ((d_1, s_1)) \dots \end{array} \right]$   
 $\downarrow \quad \searrow$   
 source, destination as integers

class Edge {

int source;

int destination;

int hashCode() {

return (source \* destination);

? -1 \* source \* destination

: source \* destination

b) public MyGraph implements Graph {

HashSet < Edge > g;

int numV;

boolean isDirected = false;

MyGraph (int numV) {

this.numV = numV;

g = new HashSet < > (numV);

}

MyGraph (int numV, boolean isD) {

this.numV = numV;

g = new HashSet < > (numV);

isDirected = isD;

}

@Override

```
public boolean put(Edge e) {
```

```
    g.add(e); // if already in the graph nothing will be change
```

```
    if (!isDirected) {
```

```
        g.add(new Edge(e.getDest(), e.getSrc()));
```

```
    return true;
```

```
}
```

```
static class Erkr < Edge > implements Iterator < Edge > {
```

```
    Iterator < Edge > iter;
```

```
    int source;
```

```
    Erkr(int source) {
```

```
        this.source = source;
```

```
        iter = g.iterator();
```

```
}
```

```
    Edge next() {
```

```
        Edge e = null;
```

```
        do {
```

```
            e = iter.next();
```

```
        } while (!e.getDest().equals(source) || !iter.hasNext());
```

```
        return e;
```

```
}
```

```
    boolean hasNext() {
```

```
        return iter.hasNext();
```

```
}
```

```
}
```

```
Iterator < Edge > edgeIterator(int source) {
```

```
    return new Erkr(source);
```

```
}
```