

Removed CheckRep() from AddEdge() and AddNode()

In order to help with efficiency, I had to remove checkRep() from these functions because checking was too expensive. With checkRep's double for-loop, the time required to make a graph goes from seconds to tens of minutes.

Added a Hash Map to make my findNode() function more Efficient

I added a new private hash map into the graph class and incorporated it into the constructors, addNode() function, and Javadocs. This is done so I can rewrite my findNode() function to be $O(1)$ instead of $O(n)$ look-up time.