

## Vertex< T >

- # adj
- # dist
- # incoming
- # indegree
- # info
- # low
- # num
- # path
- # processing
- # queueIndex
- # visited

- + Vertex()
- + addEdge()
- + getAdj()
- + getDist()
- + getIncoming()
- + getIndegree()
- + getInfo()
- + getLow()
- + getNum()
- + getPath()
- and 13 more...
- # deleteEdge()