collections

<<Interfaz>> Graph <V>

- + addVertex(V): boolean
 + addEdge(V, V, int): boolean
 + addEdge(V, V): boolean
 + isEmpty(): boolean
 + removeVertex(V): boolean
 + removeEdge(V, V): boolean
 + getWeightMatrix(): Hashtable < V, Hashtable < V, Integer > >
 + getAdjacencyList(): < V, Hashtable < V, List < Pair < V, Integer> > >

MatrixGraph <V>

+ addVertex(V): boolean
+ addEdge(V, V, int): boolean
+ addEdge(V, V): boolean
+ isEmpty(): boolean
+ removeVertex(V): boolean
+ removeEdge(V, V): boolean
+ removeEdge(V, V): boolean
+ getWeightMatrix(): Hashtable < V, Hashtable < V, Integer > >
+ getAdjacencyList(): < V, Hashtable < V, List < Pair < V, Integer> > >
+ getEdgeList(): List < V >
+ getEdgeList(V): List < V >
+ getVertexList(): Hastable < V >
+ getAdjacentVertices(V): List < V >

GraphAlgorithms

 utilities

Pair < K, V>

- key : K - value : V

+ Pair(K, V) + getKey(): K +getValue(): V + setKey(K): void + setValue(V): void