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(): List < List < V > >
+ getAdjacencyList(): List < V >
+ getEdgeList(): List < V >
+ getEdgeList(V): List < V >
+ getVertexList(): List < V >
+ getAdjacentVertices(V): List < V >

MatrixGraph <B>

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