

# Code Replication



```
public class Graph {  
    ...  
    Edge add(Node n, Node m) {  
        Edge e = new Edge(n, m);  
        nodes.add(n); nodes.add(m); edges.add(e);  
        if (Config.WEIGHTED) { e.weight = new Weight(); }  
        return e;  
    }  
    Edge add(Node n, Node m, Weight w) {  
        if (!Config.WEIGHTED) { throw new RuntimeException(); }  
        Edge e = new Edge(n, m);  
        nodes.add(n); nodes.add(m); edges.add(e);  
        e.weight = w;  
        return e;  
    }  
    ...  
}
```

```
class Node {  
    color;  
    ...  
    ...()  
    if (Config.COLORED) {  
        color = new Color();  
    }  
    void print() {  
        if (Config.COLORED) {  
            Color.setDisplayColor(color);  
        }  
        System.out.print(id);  
    }  
}
```

```
public class Color {  
    static void setDisplayColor(Color c) { ... }  
}
```

```
public class Weight {  
    void print() { ... }  
}
```

```
public class Edge {  
    Weight weight;  
    ...  
    Edge(Node _a, Node _b) {  
        a = _a; b = _b;  
        if (Config.WEIGHTED) { weight = new Weight(); }  
    }  
    void print() {  
        a.print(); b.print();  
        if (Config.WEIGHTED) { weight.print(); }  
    }  
}
```