* Graph class
  + Nodes: Array of integers - integers are cost of computation for each node source
  + Outgoing edges – array of arrays. Top level array stores nodes. Second level array stores "edges"
  + Ingoing edges – same as outgoing but with incoming
  + getNodeWeight(int node) : int
  + getOutgoingEdges(int node) : List<pair>
  + getIncomingEdges(int node) : List<pair>
  + Graph(List<int> weight, List<Edge> edges)
* Edge Class:
  + int Source
  + int Dest
  + int Edge cost
  + GetSource()
  + SetSource()
  + GetDest()
  + SetDest()
  + GetEdgeCost()
  + SetEdgeCost()
* Reader class
  + Reader(...)
  + read() or some shit
* Task class
  + Task(int startTime, int runTime)
  + Int StartTime
  + Int RunTime
  + Int GetStartTime()
  + Int getRunTIme()
* Schedule class
  + List<Task>
  + Schedule(...)
* Algorithm class:
  + run(Graph graph, int processNo, int parallelProcessors) : Schedule (probably do some better argument names eh)