**实验五**

Status CreateUDN(MGraph\* G)

{

int i, j, k, w;

VertexType v1, v2;

scanf\_("%d%d%d", &(\*G).vexnum, &(\*G).arcnum,&IncInfo);

for (i = 0; i < (\*G).vexnum; ++i)

scanf\_("%d", &(\*G).vexs[i]);

for (i = 0; i < (\*G).vexnum; ++i)

for (j = 0; j < (\*G).vexnum; ++j)

(\*G).arcs[i][j].adj ={INFINITY,NULL};

for (k = 0; k < (\*G).vexnum; ++k)

{

scanf\_("%s%s%d\*c", &v1, &v2, &w);

i = LocateVex(G, v1);

j = LocateVex(G, v2);

(\*G).arcs[i][j].adj = w;

If(IncInfo)

Input((\*G).arcs[i][j].info);

(\*G).arcs[j][i] = (\*G).arcs[i][j];

}

return OK;

}

利用邻接矩阵构造无向网相对于有向网要简单许多，因为无向网不想有向网那样有明确的顺序关系，无向网的邻接矩阵相对于有向网来说也更好写。