Problem 1 :

Write a bool graph_adjacent(G, u, v) primitive (Function) which returns true if node u and v are adjacent and false otherwise.

Note: The function should work on directed and undirected graphs, In the case of directed graph, This primitive returns true if u is connected to v (the arrow points at v).

Problem 2 :

Write an edge_list * neighbors(G , u) primitive (Function) which returns a pointer that points at the linked list of all the neighbors of u (All the edge_nodes of u).

Problem 3 :

Write a void remove_edge (G,u,v) primitive (Function) which remove an edge (if it exists) connecting u to v.

Note: if the graph is directed then the edge should be removed from both u and v