1 /\*\*  
 2 \* @author Amar Bessedik   
 3 \* This class designs a weighted graph's edge. An edge has  
 4 \* tow vertices represented by integers from 1 up to n.\*/  
 5 public class Edge  
 6 {  
 7 private int vertex1;//first vertex of an edge  
 8 private int vertex2;//second of an edge  
 9 private int weight;//weight of an adge  
10   
11 /\*\*  
12 \* Constructor  
13 \* @param vertex1 fisrt vertex  
14 \* @param vertex2 second vertex  
15 \* @param weight edge weight  
16 \*/  
17 public Edge(int vertex1, int vertex2, int weight)  
18 {  
19 this.vertex1 = vertex1;  
20 this.vertex2 = vertex2;  
21 this.weight = weight;  
22 }//end constructor  
23   
24 /\*\*  
25 \* @return the first vertex of an edge Reading is from left to right thus  
26 \* edge = (first, second, weight) \*/  
27 public int getFirst()  
28 {  
29 return vertex1;  
30 }//end getFirst()  
31   
32 /\*\*  
33 \* @return the second vertex of an edge Reading is from left to right thus  
34 \* edge = (first, second, weight)\*/  
35 public int getSecond()  
36 {  
37 return vertex2;  
38 }//end getSecond()  
39   
40 /\*\*  
41 \* @return the weight of an edge \*/  
42 public int getWeight()  
43 {  
44 return weight;  
45 }// end getWeight()  
46   
47 @Override  
48 public String toString()  
49 {  
50 return String.format("%2d %4d %8d", this.vertex1, this.vertex2, this.weight);  
51 }//end toString()  
52 }//end class  
53