Final submission

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We've provide you with links to a bunch of the required files. If any do not work for some reason, please reach out to us via email. Nonetheless, all files will be in the repository which is located at: `https://github.com/andyg7/Graph-Library` which should almost assuredly work and so you can look there too to find some of the documents.

2 Development Environment

- GCC 6.2

- OS: Ubuntu 16.10

- C++ standard libary used: c++1z

- Compiler options: -fconcepts

Compile times are pretty slow due to use using concepts.

3 Links to all requires files

- Repository of project: `https://github.com/andyg7/Graph-Library`

- Source code of graph library: `https://github.com/andyg7/Graph-Library/tree/master/src`

- Tests: `https://github.com/andyg7/Graph-Library/tree/master/tests`

- Examples of using library:

    - `https://github.com/andyg7/Graph-Library/tree/master/cities_examples`
    - `https://github.com/andyg7/Graph-Library/tree/master/examples`
    - `https://github.com/andyg7/Graph-Library/tree/master/expander_examples`

- Tutorial: `https://github.com/andyg7/Graph-Library/blob/master/docs/Tutorial.pdf`

- Design Document: `https://github.com/andyg7/Graph-Library/blob/master/docs/DesignDocument.pdf`

- Third Party code - we used some concepts from `https://github.com/CaseyCarter/cmcstl2`

- Commit history: `https://github.com/andyg7/Graph-Library/commits/master`

- Real usage of library - as solved the 8 puzzle game using our library. The code to do this is here: `https://github.com/andyg7/Graph-Library/tree/master/expander_examples`