

HumanFactors.SpatialStructures.
Graph.AddNodeAttribute< T >

HumanFactors.SpatialStructures.
Graph.AggregateEdgeCosts

HumanFactors.Pathfinding.
ShortestPath.DijkstraAllToAll

HumanFactors.Pathfinding.
ShortestPath.GeneratePredecessor
AndDistanceMatricies

HumanFactors.SpatialStructures.
Graph.NumNodes

```
graph LR; A[HumanFactors.SpatialStructures.  
Graph.AddNodeAttribute< T >] --> D[HumanFactors.SpatialStructures.  
Graph.NumNodes]; B[HumanFactors.SpatialStructures.  
Graph.AggregateEdgeCosts] --> D; C[HumanFactors.Pathfinding.  
ShortestPath.DijkstraAllToAll] --> D; E[HumanFactors.Pathfinding.  
ShortestPath.GeneratePredecessor  
AndDistanceMatricies] --> D;
```

The diagram illustrates a dependency or data flow where four different methods or functions from the HumanFactors library converge on a single target. The target, 'HumanFactors.SpatialStructures.Graph.NumNodes', is highlighted in gray, while the four source boxes are white with black borders. Arrows point from each source box to the target box, indicating that these methods likely interact with or depend on the NumNodes property.