

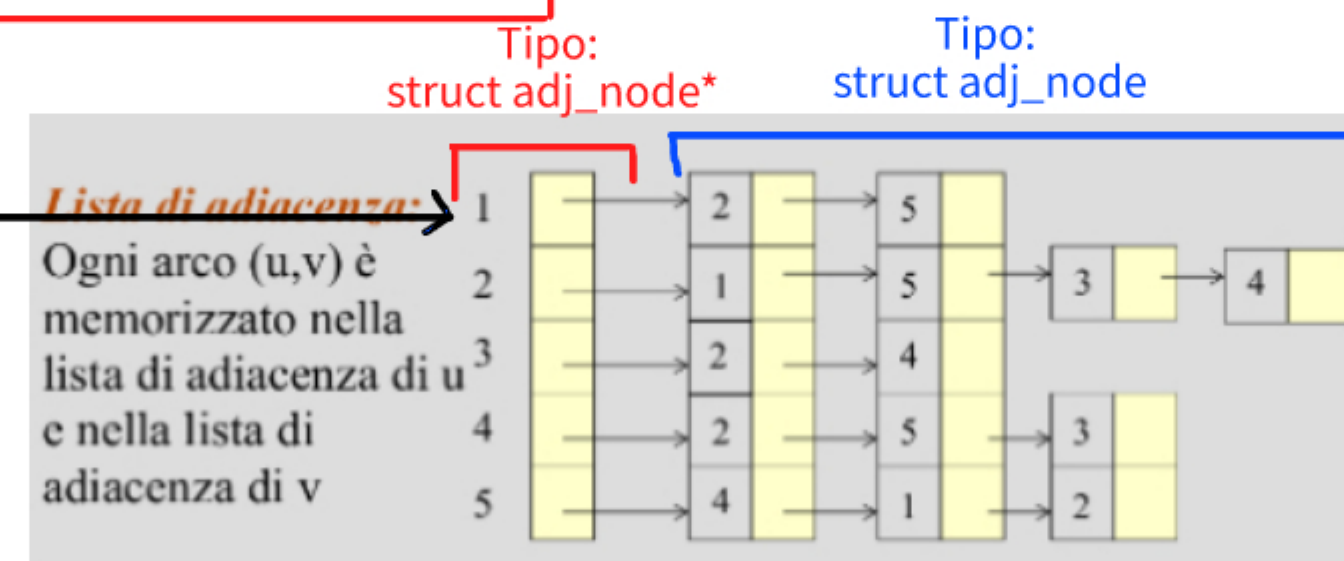
```
struct adj_node {
    int node; // ID
    float weight;
    struct adj_node* next;
};
```

```
typedef adj_node* adj_list; // adj_node** <=> adj_list*
```

```
typedef struct { //il nuovo tipo graph
    adj_node** nodes; //adj_list* nodes;
    int dim;
} graph;
```

```
G.nodes = new struct adj_node* [n];
```

G.nodes



```
graph new_graph(int n){
    graph G; // creo una struct graph
    G.dim = n;
    G.nodes = new struct adj_node* [n];
    for (int i=0; i<n; i++) {
        G.nodes[i] = NULL; //indicazione
    }
    return G;
}
```