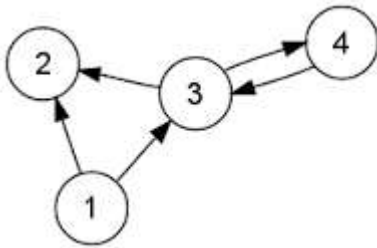The code is already compiled and can be directly executed by running output.exe. However if you wish to compile again you can do so. I have used g++ as my compiler and you can compile the code by running this line in the command prompt if you have g++ installed:

g++ Main.cpp Node.cpp –o output

Depending on the inputs in resource.txt, the initial screen of the program will change. Note that the program won't work unless resource.txt is in the same directory. Suppose that we want to implement this graph:

Then in the resource.txt we should type the following (note that the nodes can be entered in any order):

1 2
3 2
1 3
3 4
4 3

Now when we run the program we will see where each node links to and the usability table.

```
Node      Links to
-----     --------
2

Node      Links to
-----     --------
1         2
          3


Node      Links to
-----     --------
3         4
          2


Node      Links to
-----     --------
4         3


Nodes     Usable
-----     ------
2         True
1         True
3         True
4         True

Enter node name to delete or q to quit:
```

Now we can take two actions. Either enter a node name or quit the program. To delete a node, enter the node name and press enter. To quit the program, enter q and press enter. As an example, node 3 will be deleted. Since nodes 1 and 4 are linked to node 3, they will become unusable.

```
Enter node name to delete or q to quit:3

Node     Links to
-----    --------
2

Node     Links to
-----    --------
1        2


Node     Links to
-----    --------
4

Nodes    Usable
-----    ------
2        True
1        False
4        False

Enter node name to delete or q to quit:
```