

Vertex

-x_: float
-y_: float
-index_:int
-parent_index_: int

+Vertex()
+Vertex(float,loat,int,int): Vertex
+~Vertex()
+get_index(): int
+get_parent():int
+set_location(float,float): void
+set_parent(int): void
+get_location(): std::pair<float,float>