

```
1: #ifndef VERTEXVECTORADJACENCYLIST_H_
2: #define VERTEXVECTORADJACENCYLIST_H_
3:
4: #include "AdjacencyList.h"
5:
6: class VertexVectorAdjacencyList : public AdjacencyList
7: {
8: public:
9:     VertexVectorAdjacencyList();
10:     virtual ~VertexVectorAdjacencyList();
11:
12:     int RemoveHighestDegreeVertex( int debug );
13:
14: protected:
15:     void Allocate( int nVertex );
16:     void DecrementDegree( int iVertex );
17:     void RemoveFromVertexVector( int iVertex, int iDegree );
18:     ListNode* GetHighestDegreeVertex( );
19:     void updateData( );
20:
21: private:
22:
23:     int m_lastHighestDegree;
24:     List ** m_vectorVertex;
25:     ListNode ** m_elementList;
26: };
27:
28: #endif /* DEGREEVECTORADJACENCYLIST_H_ */
```