

```
/******  
* mud.Edge  
******/
```

```
package mud;
```

```
// Represents an path in the MUD (an edge in a graph).
```

```
class Edge
```

```
{  
    public Vertex _dest;    // Your destination if you walk down this path  
    public String _view;    // What you see if you look down this path  
  
    public Edge( Vertex d, String v )  
    {  
        _dest = d;  
        _view = v;  
    }  
}
```