## **Graph Implementation**

## Class Diagram

```
Edge
                Edge(source: T, destination: T, weight: Int)
                getSource(): T
                getDestination(): T
                getWeight(): Int
                setSource(vertex: T): Edge[T]
                setDestination(vertex: T): Edge[T]
                setWeight(weight: Int): Edge[T]
                equals(other: Edge<V, E>): boolean
                toString(): String
                                     Graph
Graph(vertexSet:Set[T], edgeWeightMap:HashMap[(T, T), Int], isDirected:Boolean)
isDirected:Boolean
getVertices:Iterable[T]
edgeExists(source:T, destination:T):Boolean
getEdgeWeight(source:T, destination:T):Option[Int]
addVertex(vertex:T):Graph[T]
removeVertex(vertex:T):Graph[T]
addEdge(source:T, destination:T, weight:Int):Graph[T]
removeEdge(source:T, destination:T):Graph[T]
getAdjacent(source:T):Iterable[T]
pathLength(path:Seq[T]):Option[Long]
shortestPathBetween(source:T, destination:T):Option[Seq[Edge[T]]]
toString:String
```

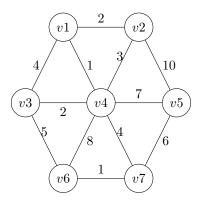


Figure 1: Default Graph Orr uses in class