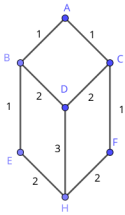


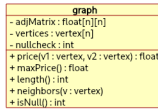
graph



adjacency matrix

	A	B	C	D	E	F	H
A	0	1	1	0	0	0	0
B	1	0	0	2	1	0	0
C	1	0	0	2	0	1	0
D	0	2	2	0	0	0	3
E	0	1	0	0	0	0	2
F	0	0	1	0	0	0	2
H	0	0	0	3	2	2	0

UML



where

$x, n \in \text{int}$

$x \leq n$

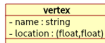
$x \geq 0$

$n \geq 0$

vertices (solmut)

A (1,4)
 B (0,3)
 C (2,3)

- separate class
- stored separately because:
 - named
 - some function takes as input
 - functions may return sets of vertices (a path)
 - includes location data



edges (kaaret): - in adj matrix, not saved separately

the `.neighbors(vertex): vertex[x]` function takes a vertex and returns all neighbouring vertices

the `.length()` function returns n (number of vertices in graph)

the `.maxPrice()` function returns the biggest value in the adjMatrix

the adjacency matrix is sorted according to the order of the vertex array.

the `.price()` function returns the price of the edge between the two vertices taken from the adjacency matrix.