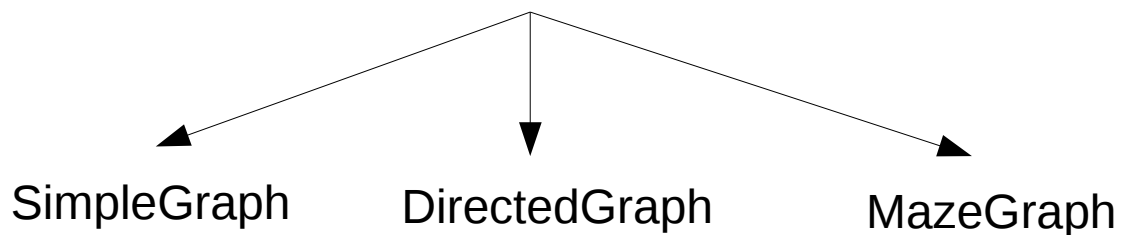


AbstractGraph<V extends AbstractVertex<V>, E extends AbstractEdge<V>>



SimpleGraph uses Vertex, Edge (as V and E)

DirectedGraph uses Vertex, DirectedEdge (as V and E)

MazeGraph uses MazeVertex, MazeEdge (as V and E)