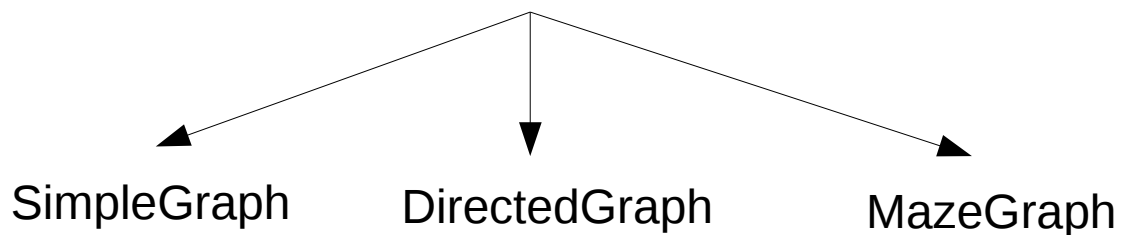


AbstractGraph<Tv extends AbstractVertex<Tv>, Te extends AbstractEdge<Tv>>



SimpleGraph usa Vertex, Edge (Tv e Te)

DirectedGraph usa Vertex, DirectedEdge (Tv e Te)

MazeGraph usa MazeVertex, MazeEdge (Tv e Te)