NonLinear :: Graph

- MAXIMUM : int
- adjacencyMatrix : bool[][]
- weightCostMatrix : int[][]
- graphData : Type[]
- vertexCount : int

Graph() : constructor

+ addVertex(const Type& value) : void

Connecct Vertices
+ addEdge(int source, int target) : void
+ addEdgeUnireccted(int source, int target) : void
+ addEdgeCost(int source, int target) : void

Disconnect Vertices
+ removeEdge(int source, int target) : void
+ removeEdgeUndirected(int source, int target) : void
+ removeEdgeCost(int source, int target) : void

Accessors
+ operator[](int vertex) : Type &
+ operator[](int vertex) : Type const
+ size() const : int

Check Connections
+ hasUndirectedConnection(int source, int target) : const bool
+ areConnected(int source, int target) : const bool
+ neightbors(int vertex) : const std::set<int>

Traversals
+ depthFirstTraversal(Graph<Type& graph, int vertex) : void
+ breadthFirstTraversal(Graph<Type> & graph, int vertex) : void
+ costTraversaol(Graph<Type> & graph, int vertex) : void
- depthFirstTraversal(Graph<Type& graph, int vertex, bool markedVertices[]) : void