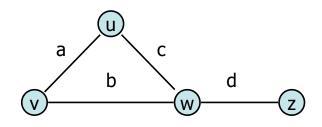
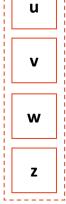
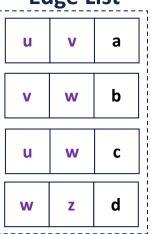
Edge List



Vertex List



Edge List



Key Ideas:

- Given a vertex, O(1) lookup in vertex list
 - Implement w/ a hash table, etc
- All basic ADT operations runs in O(m) time