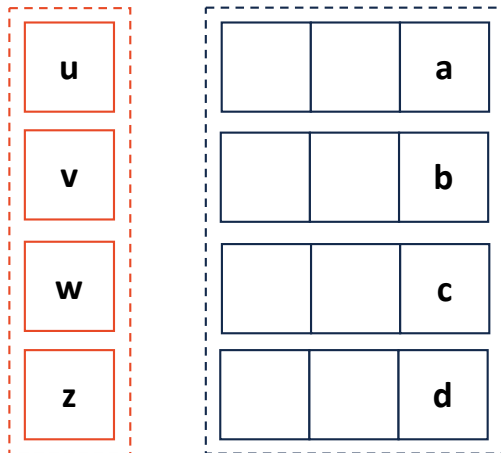
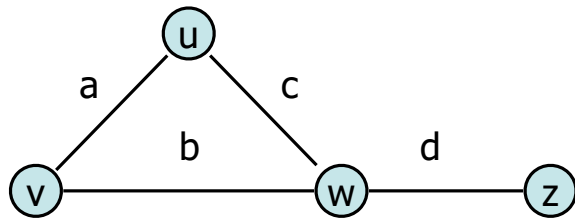


Graph Implementation: Adjacency Matrix



insertVertex(K key);
removeVertex(Vertex v);
areAdjacent(Vertex v1, Vertex v2);
incidentEdges(Vertex v);

	u	v	w	z
u				
v				
w				
z				