## Markov::Node < storageType > + edgesV value - total edge weights - edges + Node() + Node() + Link() + Link() + RandomNext() + UpdateEdges() + FindEdge() + FindEdge() + NodeValue() + UpdateTotalVerticeWeight() + Edges() + TotalEdgeWeights() < char > < NodeStorageType > Markov::Node < Node Storage Markov::Node < char > Type > + edgesV - value - total edge weights - total edge weights - edges + Node() + Node() + Link() + Link() + RandomNext() + RandomNext() + UpdateEdges() + UpdateEdges() + FindEdge() + FindEdge() + NodeValue() + NodeValue() + UpdateTotalVerticeWeight() + UpdateTotalVerticeWeight() + Edges() + TotalEdgeWeights() + TotalEdgeWeights()

+ edgesV

value

- edges

+ Node()

+ Node()

+ Link()

+ Link()

+ FindEdge()

+ FindEdge()

+ Edges()