HW 4 Problem 1

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1 SPECIFICATIONS ARE IN CODE, TOO ANNOYING TO PUT IN HERE

2 Edge

```
public final class Edge {
   private final String start;
   private final String end;
   private final int label;
   public Edge(String start, String end, int label) {
       this.start = start;
       this.end = end;
       this.label = label;
       checkRep();
   public String start() {
       return start;
   public String end() {
       return end;
   public int label() {
       return label;
   private void checkRep(){
       if(start == null)  {
          RuntimeException("start == null");
       if(end == null) {
          RuntimeException("end == null");
   }
}
```

3 Graph

```
public final class Graph {
   private final String[] nodes;
   private final Edge[] edges;
   public Graph() {
      nodes = new String[0];
      edges = new Edge[0];
      checkRep();
   }
   public Graph(String[] nodes, Edge[] edges) {
      this.nodes = nodes;
      this.edges = edges;
      checkRep();
   }
   public String[] nodes() {
      return nodes;
   public Edge[] edges() {
      return edges;
   public Graph addNode(String n) {}
   public Graph addEdge(Edge\ e)\ \{\}
   public Iterator<String> listNodes(){}
   public Iterator<String> listChildren(String n){}
   private String[] append(String[] list, String s) {}
   private boolean edgeValid(Edge e) {}
   private boolean edgesValid() {}
   public int hashCode() {}
   public boolean equals(/*@Nullable*/ Object obj) {}
```

```
private void checkRep() throws RuntimeException {
    if(nodes == null) {
        throw new RuntimeException("nodes == null");
    }
    if(edges == null) {
        throw new RuntimeException("edges == null");
    }
    if(nodes.length == 0 edges.length != 0) {
        throw new RuntimeException("nodes.length == 0 edges.length != 0");
    }
}
```