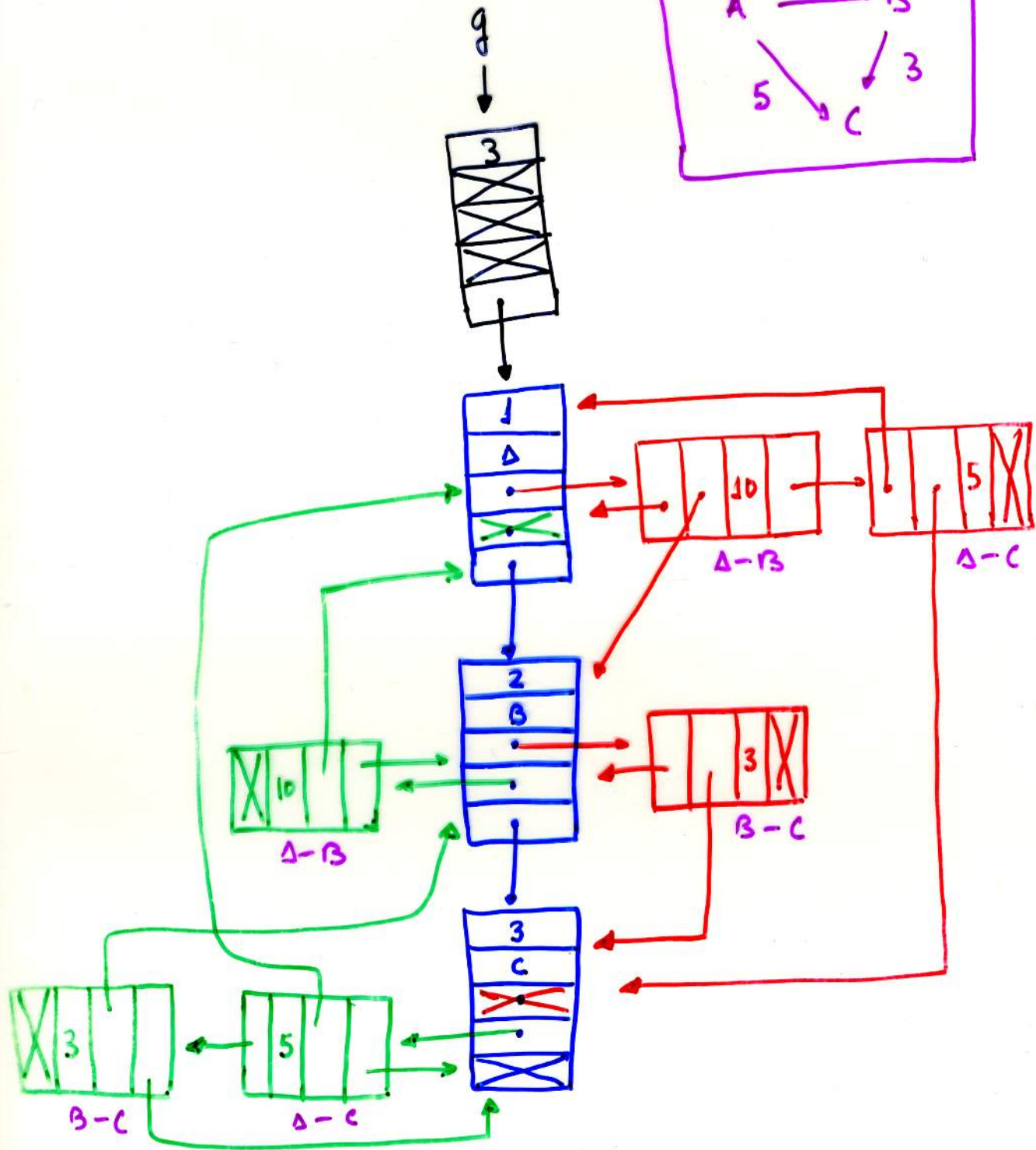
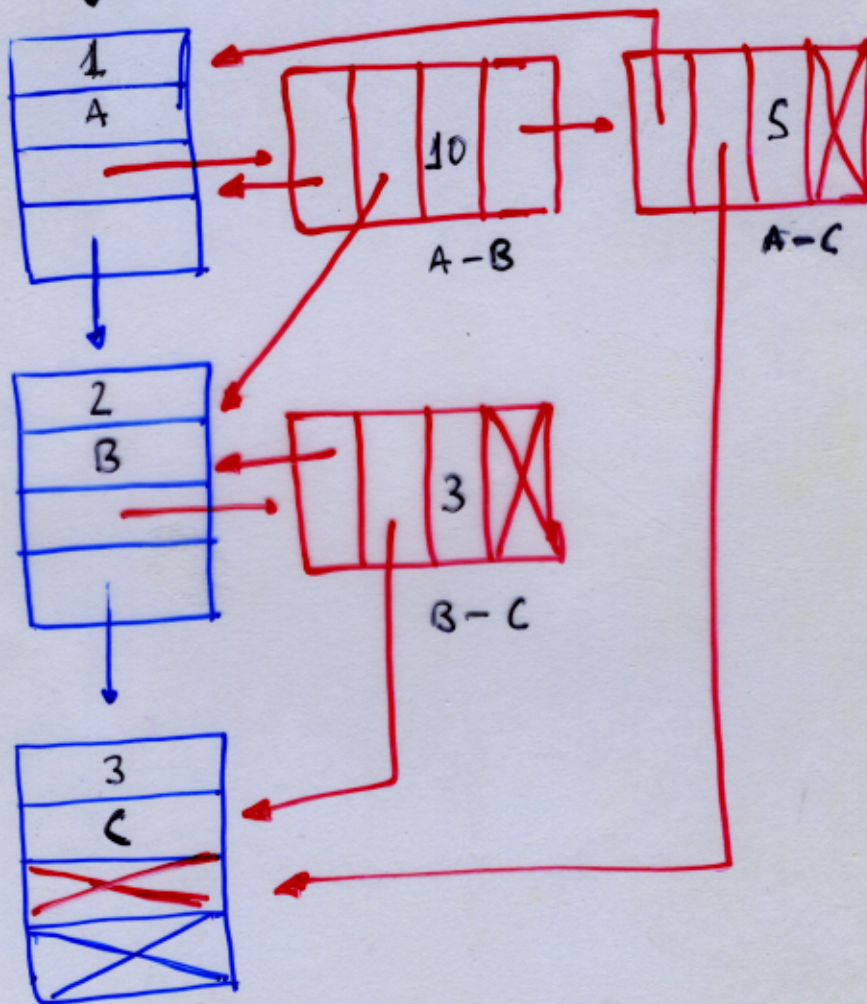
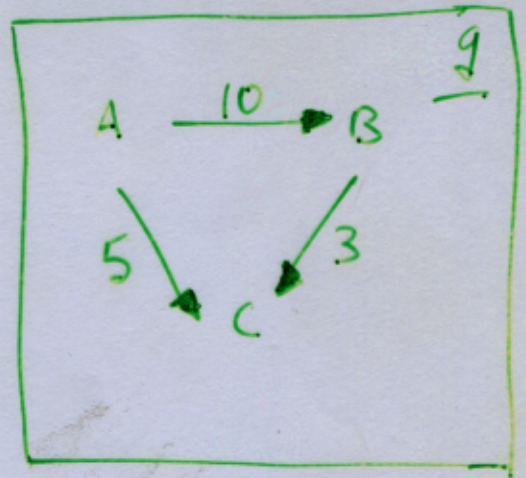
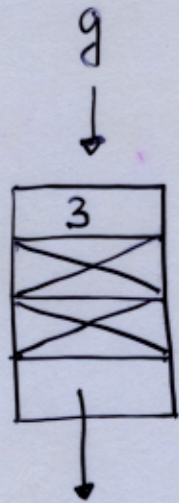


EJEMPLO






```
template <class Tn, class Ta>
class arco {
```

```
private:
```

```
nodo <Tn, Ta> * origen;
```

```
nodo <Tn, Ta> * destino;
```

```
Ta valor;
```

```
public:
```

```
arco() {};
```

```
arco (const arco <Tn, Ta> & a)
```

```
{
    origen = a.origen;
    destino = a.destino;
    valor = a.valor;
};
```

```
arco (nodo <Tn, Ta> * o, nodo <Tn, Ta> * d, Ta v)
{
    origen = o; destino = d; valor = v;
};
```

```
Ta etq Arco() { return valor;};
```

```
nodo <Tn, Ta> * nodoDestino()
{
    return destino;
};
```

```
nodo <Tn, Ta> * nodoOrigen()
{
    return origen;
};
```

```
};
```

```
template < class Tn, class Ta >
```

```
class nodo {
```

```
private:
```

```
int ind; /* código interno de numeração */
```

```
Tn etiq;
```

```
list < arco < Tn, Ta > > ady;
```

```
list < arco < Tn, Ta > > inc;
```

```
public:
```

```
nodo() {};
```

```
nodo(Tn et, int i)
```

```
{ etiq = et;
```

```
ind = i;
```

```
};
```

```
nodo(const nodo < Tn, Ta > & n)
```

```
{ ind = n.ind;
```

```
etiq = n.etiq;
```

```
ady = n.ady;
```

```
inc = n.inc;
```

```
};
```

```
Tn etiqueta()
```

```
{ return etiq;
```

```
};
```

```
int indice()
```

```
{ return ind;
```

```
};
```

```

void nuevoAdy (nodo <Tn, Ta> * destino, Ta valor)
{
    arvo <Tn, Ta> a (this, destino, valor);
    ady.push_back(a);
};

```

```

void nuevoInc (nodo <Tn, Ta> * origen, Ta valor)
{
    arvo <Tn, Ta> a (origen, this, valor);
    inc.push_back(a);
};

```

```

typedef list <arvo <Tn, Ta>>::iterator ady_iterator;
typedef list <arvo <Tn, Ta>>::iterator inc_iterator;

```

```

ady_iterator abegin()
{
    return ady.begin();
};

```

```

ady_iterator aend()
{
    return ady.end();
};

```

```

inc_iterator ibegin() { return inc.begin(); };

```

```

inc_iterator iend() { return inc.end(); };

```

```

ady_iterator borrarAdy (ady_iterator i)
{
    return ady.erase(i);
};

```

```

inc_iterator borrarInc (inc_iterator i)
{
    return inc.erase(i);
};

```

};


```
template <class Tn, class Ta >
class grafo {
```

```
private:
```

```
list <nodo <Tn, Ta > > *g;
```

```
int nump;
```

```
public:
```

```
typedef list <nodo <Tn, Ta > >::iterator nodeiterator;
```

```
typedef profundidadIterator <Tn, Ta > prefIterator;
```

```
grafo ( );
```

```
grafo ( const grafo <Tn, Ta > & gr )
```

```
{ nump = gr.nump;
```

```
g = gr.g;
```

```
};
```

```
grafo <Tn, Ta > copiar (grafo ( ));
```

```
void insertarNodo (Tn e, g);
```

```
void insertarArzo (nodo <Tn, Ta > * origen,
nodo <Tn, Ta > * destino, Ta valor);
```

```
arbo <Tn, Ta > * buscarArzo (nodo <Tn, Ta > * o,
nodo <Tn, Ta > * d);
```

```
nodo <Tn, Ta > * buscarNodo (Tn x);
```

```
nodo <Tn, Ta > * buscarNodo (int i);
```

nodeIterator nbegin();

nodeIterator nend();

profIterator pbegin();

profIterator pend();

int numeroNodos()

{ return ncomp; }

};

bool vacio()

{ return ncomp == 0; }

};

};

```
template <class Tn, class Ta>
```

```
grafo <Tn, Ta>:: grafo()
```

```
{  
    g = new list <nodo <Tn, Ta> >();  
    nump = 0;  
}
```

```
template <class Tn, class Ta>
```

```
void grafo <Tn, Ta>:: insertarNodo (Tn etg)
```

```
{  
    nodo <Tn, Ta> aux (etg, nump);  
    nump++;  
    g->push_back(aux);  
}
```

```
template <class Tn, class Ta>
```

```
void grafo <Tn, Ta>:: insertarArco (nodo <Tn, Ta> * origen,  
    nodo <Tn, Ta> * destino, Ta valor)
```

```
{  
    origen->nuevoady(destino, valor);  
    destino->nuevoInc(origen, valor);  
}
```



```
template <class Tn, class Ta>
```

```
grafo <Tn, Ta>::nodeIterator grafo <Tn, Ta>::nbegiu()
```

```
{ return g->begiu();
```

```
}
```

```
template <class Tn, class Ta>
```

```
grafo <Tn, Ta>::nodeIterator grafo <Tn, Ta>::nend()
```

```
{ return g->end();
```

```
}
```

```
template <class Tn, class Ta>
```

```
nodo <Tn, Ta> * grafo <Tn, Ta>::buscarNodo(Tn x)
```

```
{
```

```
    nodeIterator itr;
```

```
    for (itr = nbegiu(); itr != nend(); )
```

```
        if (itr->etiqueta() == x)
```

```
            return *itr;
```

```
        else itr++;
```

```
    return NULL;
```

```
}
```

```
template <class Tn, class Ta>
```

```
nodo <Tn, Ta> * grafo <Tn, Ta>:: buscarNodo (int i)
```

```
{  
    int ic;  
    nodeIterator itr;  
    for (ic=0, itr=nbegin(); ic<i; ic++, itr++);  
    return &(*itr);  
}
```

```
template <class Tn, class Ta>
```

```
arwo <Tn, Ta> * grafo <Tn, Ta>:: buscarArwo(  
    nodo <Tn, Ta> * o, nodo <Tn, Ta> * d)
```

```
{  
    nodo <Tn, Ta>:: ady_iterator itr;  
    bool enc = false;  
    for (itr=o->abegin(); itr!=o->aend()  
        &&!enc; )  
        if (itr->nodoDestino() == d)  
            enc = true;  
        else itr++;  
    if (enc) return &(*itr);  
    else return NULL;  
}
```

template <class Tn, class Ta>

grafo <Tn, Ta>::nodeIterator grafo <Tn, Ta>::

bowaNode (grafo <Tn, Ta>::nodeIterator n)

{ nodo <Tn, Ta>::ady_iterator a, ad;

nodo <Tn, Ta>::iuc_iterator i, id;

nodo <Tn, Ta> * nady;

nodo <Tn, Ta> * niuc, * nact;

grafo <Tn, Ta>::nodeIterator s, old;

for (a = n->abegin(); a != n->aend();)

{ nact = a->nodoOrigen();

nady = a->nodoDestino();

for (id = nady->ibegin(); id->nodoOrigen() !=
nact; ++id);

id = id->nodoDestino()->bowaIn((id));

a = a->nodoOrigen()->bowaAdy(a);

}

for (i = n->ibegin(); i != n->iend();)

{ nact = i->nodoDestino();

niuc = i->nodoOrigen();

for (ad = niuc->abegin(); ad->nodoDestino() !=
nact; ++ad);

ad = ad->nodoOrigen()->bowaAdy(ad);

i = i->nodoDestino()->bowaIn((i));

}


```

ncomp --;
old = s = g->erase(n);
for (; s != nend(); ++s)
    s->ind --;
return old;
}

```

```

template < class Tn, class Ta >
void grafo < Tn, Ta >::borrarNodo (nodo < Tn, Ta > n)
{
    nodeIterator itr;
    for (itr = nbegin(); itr != nend(); ++itr)
        if (*itr == n)
            borrarNodo(itr);
}

```

template < class Tn, class Ta >

grafo <Tn, Ta> grafo <Tn, Ta>:: copiaGrafo()

{
 grafo <Tn, Ta> aux;

 grafo <Tn, Ta>:: nodeIterator n;

 nodo <Tn, Ta>:: ady_iterator a;

 for (n = nbegin(); n != nend(); ++n)

 aux.inserirNodo (n->etiqueta());

 for (n = nbegin(); n != nend(); ++n)

 for (a = n->abegin(); a != n->aend(); ++a)

 aux.inserirArco (aux.buscarNodo (

 a->nodoOrigem()->etiqueta()),

 aux.buscarNodo (

 a->nodoDestino()->etiqueta()),

 a->etqArco());

 return aux;

}