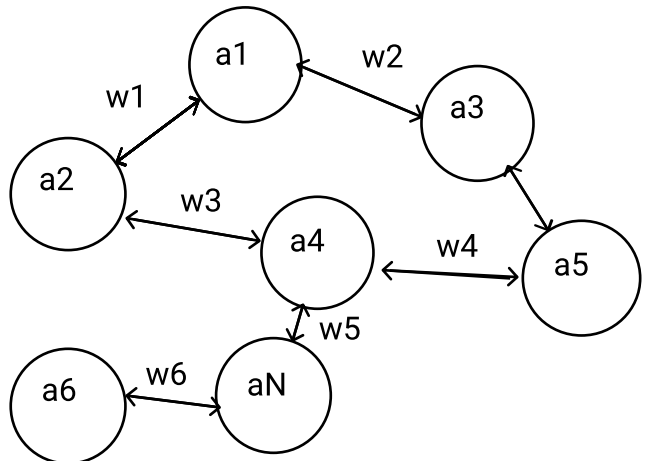


ADT Graph Adjacency Matrix	
	
Invariant A={ a1, a2, a3, a4,a5,a6...aN} W={w1,w2,w3,w4,w5,w6...wN} 1. wN>0 2. A != empty 3. No loops	
Primitive operations:  -createGraph: ->Graph -addVertex:Element x numArray1 x numArray1 ->Grap -EnlargeMatrix:Graph ->Graph -addEdge:num1 x num2 x num3 x Graph ->Graph -getWeight: num1 x num2 x Graph->Numero -getConection: Graph ->Vertex -floydWarshall: Graph ->numArray -dijkstra: numSource x Graph ->numArray	

Graph(adjacencyMatrix, vertexes) : Constructor	floydWarshall( ) : Analyzer
“Create a new graph with a determinated matrix and vertexes”	“Use the acquaintance floydWarshall method to return a matrix of weights”
{ pre: true } { post: flnstance and create a new graph with a determinated vertexes and matrix }	{ pre: the graph must be initialized and with its adjacency matrix } { post: Return a matrix of calculated weights }
addVertex(element, edges, weigts) : Modifier	dijkstra( ) : Analyzer
“Insert a new vertex inside the graph with a determinated edges and weightss”	“Use the acquaintance dijkstra method to return a matrix of mininum weights”
{ pre: The graph must be initialized } { post: The graph with a new vertex associated }	{ pre: The graph must be initialized and with its adjacency matrix } { post: Return a matrix of calculated weights }
addEdge(numVertex1, numVertex2, weight) : Modifier	getWeight(vertex1, vertvex2) : Analyzer
“Insert a new edge inside the graph between two vertex and assigns a weight”	“Usted to get the weight between two vertex using the adyacency matrix”
{ pre: The graph must be initialized } { post: The graph with a new edge associated with a determinated weight }	{ pre: The graph must be initialized and with its adjacency matrix } { post: Return the weight between two vertexes in a int variable }
getConnection(vertex1, vertex2) : Analyzer	
“Get the connection between two vertexes and return a Vertex connector”	
{ pre: The graph must be initializated and the two vertex must be exists } { post: Return the vertex connector between the two vertexes desired }	