model IGraph<Interface> Graph +createGraph(): void -x:int +addEdge(key1 : K, key2 : K) : void -y:int -adjacencyMatrix: int[][] +addEdge(Key: K, Node: A): void -adjacencyList : LinkedList<Integer> +isEmpty(): boolean +findVertex(key: K): Node +Graph(int x, int y) +removeVertex(key: K): void +getX(): int +removeEdge(key1 : K, key2 : K) : void +setX(x:int):void +getY(): int +setY(y:int):void +getAdjacencyMatrix(): int[][] +setAdjacencyMatrix(adjacencyMatrix:int[][]):void +getAdjacencyList(): LinkedList<Integer> +setAdjacencyList(adjacencyList: LinkedList<Integer>): void