

TP Modul 11 Struktur Data

graph.h

```
graph.h x graph.cpp x main.cpp x
1  #ifndef GRAPH_H_INCLUDED
2  #define GRAPH_H_INCLUDED
3  #include <iostream>
4  #define firstVertex(G) G.firstVertex
5  #define idVertex(V) V->idVertex
6  #define nextVertex(V) V->next
7  #define firstEdge(V) V->firstEdge
8  using namespace std;
9
10 typedef struct vertex *adrVertex;
11 typedef struct edge *adrEdge;
12
13 struct vertex {
14     char idVertex;
15     adrVertex next;
16     adrEdge firstEdge;
17 };
18
19 struct edge {
20     char destVertexID;
21     int weight;
22     adrEdge nextEdge;
23 };
24
25 struct graph {
26     adrVertex firstVertex;
27 };
28
29 void createVertex_103022330008(char newVertexID, adrVertex &v);
30
31 void initGraph_103022330008(graph &G);
32
33 void addVertex_103022330008(graph &G, char newVertexID);
34
35 void buildGraph_103022330008(graph &G);
36
37 void showVertex(graph G);
38 |
39
40 #endif // GRAPH_H_INCLUDED
41
```

graph.cpp

```
graph.h x graph.cpp x main.cpp x
1  #include <iostream>
2  #include "graph.h"
3  using namespace std;
4
5  void createVertex_103022330008(char newVertexID, adrVertex &v) {
6      adrVertex newVertex = new vertex;
7      idVertex(newVertex) = newVertexID;
8      nextVertex(newVertex) = NULL;
9      firstEdge(newVertex) = NULL;
10     v = newVertex;
11 }
12
13 void initGraph_103022330008(graph &G) {
14     firstVertex(G) = NULL;
15 }
16
17 void addVertex_103022330008(graph &G, char newVertexID) {
18     adrVertex newVertex;
19     createVertex_103022330008(newVertexID, newVertex);
20
21     if(firstVertex(G) == NULL) {
22         firstVertex(G) = newVertex;
23     } else {
24         adrVertex vertex = firstVertex(G);
25         while (nextVertex(vertex) != NULL) {
26             vertex = nextVertex(vertex);
27         }
28         nextVertex(vertex) = newVertex;
29     }
30 }
31
```

```
32 void buildGraph_103022330008(graph &G) {
33     char inputVertexID;
34
35     while (true) {
36         cout << "Masukkan ID Simpul (A-Z) : ";
37         cin >> inputVertexID;
38
39         if(!(inputVertexID >= 'A' && inputVertexID <= 'Z')) {
40             cout << "ID Simpul yang anda masukkan bukan (A-Z)." << endl;
41             break;
42         }
43
44         bool isUnique = true;
45         adrVertex v = firstVertex(G);
46
47         while (v != NULL) {
48             if(idVertex(v) == inputVertexID) {
49                 isUnique = false;
50                 break;
51             }
52             v = nextVertex(v);
53         }
54
55         if(isUnique) {
56             addVertex_103022330008(G, inputVertexID);
57             cout << "Simpul " << inputVertexID << " berhasil ditambahkan." << endl;
58         } else {
59             cout << "ID Simpul " << inputVertexID << " yang anda masukkan sudah ada." << endl;
60         }
61     }
62 }
63
```

```
64 void showVertex(graph G) {
65     adrVertex v = firstVertex(G);
66
67     while (v != NULL) {
68         cout << idVertex(v) << " ";
69         v = nextVertex(v);
70     }
71 }
72
```

main.cpp

```
graph.h x graph.cpp x main.cpp x
1  #include <iostream>
2  #include "graph.h"
3  using namespace std;
4
5  int main()
6  {
7      graph G;
8      initGraph_103022330008(G);
9
10     buildGraph_103022330008(G);
11
12     showVertex(G);
13
14     return 0;
15 }
16
```

Running Program

"E:\Telkom University\Aset Kuliah\Semester 3\Praktikum Struktur Data\TP_Modul_11\bin\Debug\TP_Modul_11.exe"

```
Masukkan ID Simpul (A-Z) : A
Simpul A berhasil ditambahkan.
Masukkan ID Simpul (A-Z) : A
ID Simpul A yang anda masukkan sudah ada.
Masukkan ID Simpul (A-Z) : B
Simpul B berhasil ditambahkan.
Masukkan ID Simpul (A-Z) : C
Simpul C berhasil ditambahkan.
Masukkan ID Simpul (A-Z) : C
ID Simpul C yang anda masukkan sudah ada.
Masukkan ID Simpul (A-Z) : D
Simpul D berhasil ditambahkan.
Masukkan ID Simpul (A-Z) : E
Simpul E berhasil ditambahkan.
Masukkan ID Simpul (A-Z) : 2
ID Simpul yang anda masukkan bukan (A-Z).
A B C D E
Process returned 0 (0x0)   execution time : 11.339 s
Press any key to continue.
```