TAD Graph

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| **TAD Graph <T>** |
| Graph = { Directed = <directed>, Weighted = <weighted>, Vertices = <vertices>, Edges = <edges> } |
| { inv: } |
| Primitive Operations:   * Graph: directed x weighted 🡪 Graph<T> * getVertices: Graph<T> 🡪 List of vertices * isDirected: Graph<T> 🡪 Boolean * isWeighted: Graph<T> 🡪 Boolean * addVertex: Graph<T> x T 🡪 Graph<T> * addEdge: Graph<T> x Vertex<T> x Vertex<T> 🡪 Graph<T> * removeVertex: Graph<T> x Vertex<T> 🡪 Graph<T> * removeEdge: Graph<T> x Vertex<T> x Vertex<T> 🡪 Graph<T> * getNeighborts: Graph<T> x Vertex<T> 🡪 List of vertices * getNumberOfVertices: Graph<T> 🡪 Number * getNumberOfEdge: Graph<T> 🡪 Number * areAdjacent: Graph<T> x Vertex<T> x Vertex<T> 🡪 Boolean * isInGraph: Graph<T> x T 🡪 Boolean * getEdgeWeight: Graph<T> x Vertex<T> x Vertex<T> 🡪 double * setEdgeWeight: Graph<T> x Vertex<T> x Vertex<T> x double 🡪 Graph * BFS: Graph<T> x Vertex<T> 🡪 List of vertices * DFS: Graph<T> x Vertex<T> 🡪 List of vertices * dijkstra: Graph<T> x Vertex<T> 🡪 List of vertices * floydWarshall: Graph<T> 🡪 Matrix of double * prim: Graph<T> x Vertex<T> 🡪 Graph<T> * kruskal: Graph<T> 🡪 List of edges * searchVertex: Graph<T> x T 🡪 Vertex<T> * getEdges: Graph<T> 🡪 List of edges |
| **Graph(directed, weighted)**  “Create a new Graph without edges”  { pre: TRUE ⋀ directed ∈ Boolean ⋀ weighted ∈ Boolean}  { post: graph = { Directed = directed, Weighted = weighted, Vertices = 0, Edge = 0} } |

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| **searchVertex(graph, object)**  “Returns the vertex that contains the object in the graph”  {pre: graph = {Directed = directed, Weighted = weighted, Vertices = vertices, Edge = edges} ⋀ object ∈ T }  {post: vertex = {.., Value = object, … } ∈ graph if it isn’t in the graph returns null } |

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| **getEdges(graph)**  “Returns a collection with the edges of the graph”  {pre: graph = {Directed = directed, Weighted = weighted, Vertices = vertices, Edge = edges} }  {post: {E1, E2, E3, …, En } n = Edges ⋀ ∀i ∀j / 1<= I, j <= vertices 🡪 {vi, vj} ∈ Edges of graph } } |

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| **getContests(graph)**  “Returns a collection with the T type elements of the graph that represents the vertex”  {pre: graph = {Directed = directed, Weighted = weighted, Vertices = vertices, Edge = edges} }  {post: {E1, E2, …, En } n = Vertices ⋀ ∀i / 1<= i<= Edges 🡪 ∃j / 1<= j<= Vertices vj = {.., Value = Ei, … }  ⋀ vj ∈ Vertex<T> ⋀ vj ∈ graph } } |

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| **isDirected(graph)**  “Returns the directed value”  {pre: graph = { Directed = directed, Weighted = weighted, Vertices = vertices, Edge = edges } }  {post: TRUE if graph is a directed graph  FALSE if graph is a undirected graph } |

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| **getNumberOfVertices(graph)**  “Returns an integer represents the Vertices value”  {pre: graph = { Directed = directed, Weighted = weighted, Vertices = vertices, Edge = edges } }  {post: <vertices> } |

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| **getNumberOfEdge(graph)**  “Returns an integer represents the Edge value”  {pre: graph = { Directed = directed, Weighted = weighted, Vertices = vertices, Edge = edges } }  {post: <edges> } |

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| **areAdjacent(graph, vertex1, vertex2)**  “Verify if vertex1 and vertex2 area adjacent”  {pre: graph = { Directed = directed, Weighted = weighted, Vertices = vertices, Edge = edges }  ⋀ vertex1 ∈ graph ⋀ vertex2 ∈ graph }  {post: TRUE if {vertex1, vertex2} ∈ Edges of graph on the contrary FALSE} |

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| **isInGraph(graph, object)**  “Verify if object is in graph”  {pre: graph = { Directed = directed, Weighted = weighted, Vertices = vertices, Edge = edges } ⋀ object ∈ T }  {post: TRUE if object is in any vertex of graph on the contrary FALSE } |
| **getEdgeWeight(graph, vertex1, vertex2)**  “Returns the edge weight of graph”  {pre: graph = { Directed = directed, Weighted = weighted, Vertices = vertices, Edge = edges }  ⋀ vertex1 ∈ graph ⋀ vertex2 ∈ graph }  {post: weight of {vertex1, vertex2} } |

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| **isWeighted(graph)**  “Returns the weighted value”  {pre: graph = { Directed = directed, Weighted = weighted, Vertices = vertices, Edge = edges } }  {post: TRUE if graph is a directed graph  FALSE if graph is a undirected graph } |

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| **getVertices(graph)**  “Returns a collections of vertices”  {pre: graph = { Directed = directed, Weighted = weighted, Vertices = vertices, Edge = edges } }    {post: = {v1, v2, .. vn } n = Vertices} |

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| **addVertex(graph, object)**  “Add a new vertex to graph”  {pre: graph ={ …, Vertices = vertices, …. } ⋀ object ∈ T }    {post: graph ={ Directed = directed, Weighted = weighted, Vertices = vertices+1, Edge = edges } } |

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| **removeVertex(graph, vertex1)**  “Remove a vertex of the graph”  {pre: graph = { Directed = directed, Weighted = weighted, Vertices = vertices, Edge = edges }  ⋀ vertex1 ∈ graph ⋀ vertex2 ∈ graph }    {post: graph = { Directed = directed, Weighted = weighted, Vertices = vertices-1, Edge <=edges}} |

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| **removeEdge(graph, vertex1, vertex2)**  “Remove a connection between two vertices of graph”  {pre: graph = { Directed = directed, Weighted = weighted, Vertices = vertices, Edge = edges }  ⋀ vertex1 ∈ graph ⋀ vertex2 ∈ graph }    {post: graph = { Directed = directed, Weighted = weighted, Vertices = vertices, Edge = edges-1}} |

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| **getNeighborts(graph, vertex)**  “Returns a collection of vertices that it are neighbor to vertex indicated”  {pre: graph ={Directed = directed, Weighted = weighted, Vertices = vertices, Edge = edges} ⋀ vertex ∈ graph }    {post: = {v1, v2, .. vn } n <= Vertices ⋀ ∀i / 1<= i <= Vertices 🡪 {vi, vertex } ∈ Edges of graph } |

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| **setEdgeWeight(graph, vertex1, vertex2, w)**  “Returns the edge weight of graph”  {pre: graph = { Directed = directed, Weighted = weighted, Vertices = vertices, Edge = edges }  ⋀ vertex1 ∈ graph ⋀ vertex2 ∈ graph ⋀ w ∈ double}    {post: weight of {vertex1, vertex2} = w} |