Graph Getters, setters, destructors and << - vertices : vector<Vertex*> methods are not represented - edges : vector<Edge*> Graph(const vector<Vertex*> &otherVertices, const vector<Edge*> &otherEdges) - Graph(const Graph &other) - from : Vertex* const - contains(const Vertex &vertex) const : bool - to : Vertex* const contains(const Edge &edge) const : bool - weight : mutable int - existsEdgeOfWeight(const Vertex& from, const Vertex& to, const int weight) const : bool - sortEdgeVector() : void Edge(const string &fromLabel, const string &toLabel, const int weight) + static of(const vector<Vertex*> &vertices, const vector<Edge*> &edges): Graph* Edge(Vertex* const from, Vertex* const to, const int weight) + static ofGraph(const Graph &other): Graph* Edge(const Edge* const other) + static of(const string &fromLabel, const string &toLabel, const int weight): Edge* + addVertex(const string &label): bool + static of Vertices (Vertex * const from, Vertex * const to, const int weight) : Edge* + addVertex(Vertex* const toAdd): bool + addEdge(Edge* const toAdd): bool + static ofEdge(const Edge* const other) : Edge* + addEdge(Vertex &from, Vertex &to, const int weight): bool 0..* 0..* + addEdge(const string fromLabel, const string toLabel, const int weight): bool + getVertexByLabel(const string label) const : Vertex* + weight() const: int + symmetrize(): void + krurskal(): vector<Edge*>* 0..* 0..* Vertex 0..0 label : mutable string 2..2 - mark : mutable int Vertex(const string label) Vertex(const Vertex* const other) 0..* + static ofLabel(const string label) : Vertex*

+ static ofVertex(const Vertex* const other) : Vertex*

Edge

0..*

GarbageCollector

instance : static GarbageCollector*

+ static getInstance(): GarbageCollector

+ addVertex(Vertex* const toAdd): void

+ addEdge(Edge* const toAdd): void

- vertices : vector<Vertex*>

- edges : vector<Edge*>

- GarbageCollector()

+ collectGarbage(): void

0..0