数据结构作业11—王卓然

Adjacent Matrix

#include <iostream>  
#include <algorithm>  
#include <cstring>  
using namespace std;  
typedef int InfoType;  
*//Adjacent Matrix*typedef struct{  
 int no;  
 InfoType info;  
}VertexType;  
typedef struct{  
 int edges[100][100];  
 int n,e;  
 VertexType vexs[100];  
}MatGraph;  
*//初始化邻接矩阵*void InitMat(MatGraph &g){  
 int i,j;  
 g.n=0;  
 g.e=0;  
 for(i=0;i<100;i++){  
 for(j=0;j<100;j++){  
 g.edges[i][j]=0;  
 }  
 }  
}  
*//求顶点的度*int Degree(MatGraph &g,int v){  
 int degree=0;  
 for(int i=0;i<g.n;i++){  
 if(g.edges[v][i]!=0){  
 degree++;  
 }  
 }  
 return degree;  
}

Adjacent Listtypedef struct ANode{  
 int adjvex;  
 struct ANode \*nextarc;  
 InfoType info;  
}ArcNode;  
typedef struct VNode{  
 InfoType info;  
 ArcNode \*firstarc;  
}VNode;  
typedef struct{  
 VNode adjlist[100];  
 int n,e;  
}AdjGraph;