

## Vertex< T >

```
# T info
# std::vector< Edge<
    T > * > adj
# bool visited
# double dist
# Edge< T > * path
# std::vector< Edge<
    T > * > incoming
# int queueIndex

+ Vertex(T in)
+ bool operator<(Vertex
    < T > &vertex) const
+ T getInfo() const
+ std::vector< Edge<
    T > * > getAdj() const
+ bool isVisited() const
+ double getDist() const
+ Edge< T > * getPath
    () const
+ std::vector< Edge<
    T > * > getIncoming
    () const
+ void setInfo(T info)
+ void setVisited(bool
    visited)
+ void setDist(double
    dist)
+ void setPath(Edge<
    T > *path)
+ Edge< T > * addEdge
    (Vertex< T > *dest,
    double d, double w)
+ bool removeEdge(T in)
+ void removeOutgoingEdges()
# void deleteEdge(Edge
    < T > *edge)
```