Edge< T >

\# Vertex< T > * dest

\# double driving

\# double walking

\# Vertex< T > * orig

\# Edge< T > * reverse

\+ Edge(Vertex< T > *orig, Vertex< T > *dest, double d, double w)

\+ Vertex< T > * getDest () const

\+ double getDriving() const

\+ double getWalking() const

\+ Vertex< T > * getOrig () const

\+ Edge< T > * getReverse () const

\+ void setDriving(double d)

\+ void setWalking(double w)

\+ void setReverse(Edge < T > *reverse)