

Graph< T >

```
# std::vector< Vertex  
  < T > * > vertexSet  
  
+ ~Graph()  
+ Vertex< T > * findVertex  
  (const T &in) const  
+ Vertex< T > * findLocation  
  Id(const int &id)  
+ bool addVertex(const  
  T &in)  
+ bool removeVertex(const  
  T &in)  
+ bool addEdge(const  
  T &sourc, const T &dest,  
  double d, double w)  
+ bool removeEdge(const  
  T &source, const T &dest)  
+ bool addBidirectionalEdge  
  (const T &sourc, const  
  T &dest, double d, double w)  
+ int getNumVertex()  
  const  
+ void avoidVertices  
  (std::vector< int >  
  vertices)  
+ void avoidEdges(std  
  ::vector< std::pair  
  < int, int > > edges)  
+ std::vector< Vertex  
  < T > * > getVertexSet  
  () const  
# int findVertexIdx(const  
  T &in) const
```