WDiGraph Interface +getNumVertices(): int const +getNumEdges(): int +edgeExists(u:int,v:int): bool +getEdgeWeight(in u:int,in v:int): WtType +add(in u:int,in v:int,in wt:WtType) +remove(in u:int,in v:int) **WDiGraph** -matrix[][]: int** -numOfEdges: int -numOfVertices: int +create(in n:int=10) +create(in graph:WDiGraph) +destroy() +getNumVertices(): int const +getNumEdges(): int +getEdgeWeight(in u:int,in v:int): WtType +edgeExists(u:int,v:int): bool +add(in u:int,in v:int,in wt:WtType) +remove(in u:int,in v:int) WGraph +addEdge(in u:int,in v:int,in w:WtType)

+addEdge(in u:int,in v:int,in w:WtType)
+removeEdge(in u:int,in v:int)
+findEulers(out vertices:int[])
+getDegree(in v:int): int
#eulerExists(): bool
#isBridge(in u:int,in v:int): bool

UGraph

+addEdge(in u:int,in v:int)