graph  $\triangle$ 

Graph matrix
-adjMatrix::int[[]
-numberOfVertex::int
-vertex::List<T>
+Graph\_matrix(numberOfVertex::int)
+addVertex(n::T)::void
+addEdge(n1::T, n2::T, w: Integer)::void
+get(index::int)::T
+size()::int
+indexOf(key::T)::Integer
+removeNode(d::T)::void
+getAdjacents(source::T)::ArrayList<T>
+dijkstra(source::T)::int[]
+bellman\_ford(source::T)::int[]
+bfs(source::T)::ArrayList<T>
+dfs(source::T)::Graph<T>

Pair
-object : T
-w : Integer
+Pair(type : T, n : Integer)
+compareTo(o : Object) : int

Graph
-adjacent: List-HashMap<T, Integer>>
-vertex: List-T>
-indexes: Map<T, Integer>
+Graph()
+addVertex(n: T, index: Integer): void
+addVertex(n: T, index: Integer): void
+dedEdge(n1: T, n2: T, w: Integer): void
+get(index: int): T
+size(): int
+indexOf(key: T): Integer
+removeNode(d: T): void
+removeEdge(n1: T, n2: T): void
+getAdjacents(source: T): int]
+bellman\_ford(source: T): Int]
+bellman\_ford(source: T): int]
+bf(source: T): roraph<T>
-dfs(source: T): Graph<T>
-init(): int]
-root(x: int, id: int[]): int
+getEdges(): List<ArrayList>
+prim(source: T): long