

neo4j\$



\$ :play start

## Graphical program data

A program comprises entities (e.g., classes, variables, functions) and the relationships between them (e.g., function calls, variable reads, class containment). A graph representing such a program includes nodes representing the entities and links indicating the relationships established in the code.

Consider a function that updates the *name* attribute of a *Node* object contained in the Graph Application program:

```
void GraphApp::updateName(std::string nodeName, std::string newName) {
    for (int i=0; i < nodes.size(); i++) {
        if (nodes[i]→getName() = nodeName) {
            nodes[i]→setName(newName);
        }
    }
}</pre>
```

Now click on the following query and hit the play button beside the top bar to create a new visualization frame with the graphical representation of this program.

MATCH (a:cFunction)-[b] $\rightarrow$ (c) WHERE a.label CONTAINS "updateName" RETURN \*

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