Graph:

The Graph class represents the full graph structure.
This is a set of vertices (Node) and connections between them (edges with weights).
The graph is implemented through a contiguous list **adjacencyList** : a map where the key is the vertex id, and the value is the neighbours of this vertex and the distance to them.

- *Key methods:*

1. **addEdge(from, to, weight)**: adds an edge between the vertices from and to with the specified weight. If the reverse edge already exists, it is used.
2. **getDistance(from, to)**: returns the weight of an edge between two vertices.
3. **getNeighbors(node)**: returns all neighbors of the specified vertex.
4. **getNodes()**: returns the set of all vertices of the graph.