* class Graph { //Adjacency Matrix
  + private int [][] matrix;
  + private int numEdge;
  + public int Mark[]; (could also be a boolean)
  + public Graph (int n) {
    - Mark = new int[n]; //Used as flags for each vertex
    - matrix = new int[n][n];
    - numEdges = 0; }
  + public int n() {return Mark.length;} //# of vertices
  + public int e() {return numEdge;}
  + public Edge first(int v) { //get first edge connecting v
    - for (int i=0; i<Mark.length; i++) {
      * if (matrix[v][i] != o)
        + return new Edge(v, i);
    - } //End for loop
    - Return null; }
  + Public Edge next(Edge w) { //Get the next Edge after w
    - if (w == null) return null;
    - for (int i = w.v2() + 1; i<Mark.length; i++)
      * if (maxtrix[w.v1()][i] != 0)
        + return new Edge(w.v1(), i);
      * return null;
  + public int v1(Edge w) { return w.v1(); }
  + public int v2(Edge w) { return w.v2(); }
  + public void setEdge/insertedge(int I, int j, int wt) {
    - assert (wt != 0) : “Cannot set weight to 0”;
    - if (matrix[i][j] == 0) numEdge++;
    - matrix[i][j] = wt; }