```
Math::Node< Type >
       id
       value
      neighbours
      Node()
   +
   + operator==()
       Node()
       getValue()
            +InvalidNode
Math::Graph < NodeType,
      EdgeType >
   values
  edgeValues
  neighbours
  maxld
  nodeCount

    edgeCount

    edges

  nodes
+ Graph()
+ ~Graph()
  Graph()
+
  operator=()
+
  containsValue()
+
+ containsEdge()
+ addNode()
+ addEdge()
+ removeEdge()
+ getNodes()
   and 9 more...
   getNodeFromValue()
   getValues()
```