Math::Node< Type >

+	id
-	value
-	neighbours

+	Node()
+	operator==()
+	Node()
+	getValue()

+InvalidNode

Math::Graph< int, Geometry ::Edge >

-	values
-	edgeValues
-	neighbours
-	maxId
-	nodeCount
-	edgeCount
-	edges
-	nodes

+	Graph()
+	Graph()
+	Graph()
+	~Graph()
+	operator=()
+	containsValue()
+	containsEdge()
+	addNode()
+	addNode()
+	addEdge()
	and 9 more…
-	getNodeFromValue()
-	getValues()

-graph
-maze

Data::MazeData

+	MazeData()
+	setGraph()
+	setMaze()
+	getMaze()
+	getGraph()
+	getNotWallEdges()