Class Node

//for the Node class, we have 2 atributes

//the value stored in the node and a list of neighbours for that node

value

neighbours Node []

Class Graph

//for the Graph class the only attribute is the list of nodes that are contained in that graph

items Node []

addNode(val)

//when adding a node, we call the initiator for a new node

//and we append the node to the list of the nodes in the graph

new Node(val)

items.append Node

addEdge(x,y)

//when adding an edge, we check if the nodes are in the graph

//if both of them are in the graph we add the x to the y’s neighbours list and vice-versa

//otherwise we (create the missing node and) add it to the graph

//and then modify their neighbours list accordingly

if x and y in items

x.neigh.append(y)

y.neigh.append(x)

else if only x in items

new Node(y)

x.neigh.append(y)

y.neigh.append(x)

else if only y in items

new Node(x)

x.neigh.append(y)

y.neigh.append(x)

else if not x nor y in items

new Node(x)

new Node(y)

x.neigh.append(y)

y.neigh.append(x)

getGraph()

for every node in the graph

print node.value and node.neighbours