

# Class Graph

java.lang.Object  
Graph

public class Graph  
extends Object

## Field Summary

### Fields

Modifier and Type	Field and Description
private Map<Integer, Set<Integer>>	adj
private int	E
private static String	NEWLINE
private int	V

## Constructor Summary

### Constructors

Constructor and Description
<b>Graph()</b> Initializes an empty graph

## Method Summary

All Methods	Instance Methods	Concrete Methods
Modifier and Type	Method and Description	
void	<b>addEdge</b> (int v, int w)	Adds the undirected edge v-w to this graph.
boolean	<b>addVertex</b> (int v)	Adds the vertex v to this graph
int	<b>degree</b> (int v)	Returns the degree of vertex v.

int	<b>edges()</b> Returns the number of edges in this graph.
<b>Iterator&lt;Integer&gt;</b>	<b>getAdjacent(int v)</b> Returns the vertices adjacent to vertex v.
<b>String</b>	<b>toString()</b> Returns a string representation of this graph.
private void	<b>validateVertex(int v)</b> Ensures the argument is a valid vertex in the graph
int	<b>vertices()</b> Returns the number of vertices in this graph.

### Methods inherited from class `java.lang.Object`

`clone`, `equals`, `finalize`, `getClass`, `hashCode`, `notify`, `notifyAll`, `wait`, `wait`, `wait`

### Field Detail

#### NEWLINE

private static final `String` NEWLINE

#### V

private int V

#### E

private int E

#### adj

private `Map<Integer,Set<Integer>>` adj

## ***Constructor Detail***

### **Graph**

```
public Graph()
```

Initializes an empty graph

## ***Method Detail***

### **vertices**

```
public int vertices()
```

Returns the number of vertices in this graph.

**Returns:**

the number of vertices in this graph

### **edges**

```
public int edges()
```

Returns the number of edges in this graph.

**Returns:**

the number of edges in this graph

### **validateVertex**

```
private void validateVertex(int v)
```

Ensures the argument is a valid vertex in the graph

**Throws:**

[`IllegalArgumentException`](#) - if `v` is not a valid vertex

### **addVertex**

```
public boolean addVertex(int v)
```

Adds the vertex `v` to this graph

**Parameters:**

v - one vertex in the graph

**Returns:**

true if v was added, false otherwise

**addEdge**

```
public void addEdge(int v,  
                    int w)
```

Adds the undirected edge v-w to this graph. The arguments must be valid vertices in the graph.

**Parameters:**

v - one vertex in the edge

w - the other vertex in the edge

**Throws:**

[IllegalArgumentException](#) - if either vertex does not exist

**getAdjacent**

```
public Iterator<Integer> getAdjacent(int v)
```

Returns the vertices adjacent to vertex v.

**Parameters:**

v - the vertex

**Returns:**

an [Iterator](#) containing the vertices adjacent to vertex v

**Throws:**

[IllegalArgumentException](#) - if v is not a valid vertex

**degree**

```
public int degree(int v)
```

Returns the degree of vertex v.

**Parameters:**

v - the vertex

**Returns:**

the degree of vertex v

**Throws:**

`IllegalArgumentException` - if  $v$  is not a valid vertex

**toString**

```
public String toString()
```

Returns a string representation of this graph.

**Overrides:**

`toString` in class `Object`

**Returns:**

the number of vertices  $V$ , followed by the number of edges  $E$ , followed by the  $V$  adjacency lists