Graph
vertexList: <Vertex> adjacencyMatrix: vector<vector<double> > stadiumNames: vector<QString> totalVertex: int parent: vector<int>

Graph()
~Graph()
insertEdge(int originNumber,
              int destinationNumber,
              double weight): void
insertEdge(QString originName,
              QString destinationName,
              double weight): void
insertVertex(QString vName): void
searchVertex(QString vName): int
Dikstras(int startVertex): QString
printMatrix(): void
calcMST(): void
initializeMatrix(): void
customizeDikstras(int startVertex, vector<int> verticesList): QString
getParent(): vector<int>
getStadiumNames(): vector<QString>
getMatrix(): vector<vector<double> >