1. adjacentVertices(): O(|E|), Because there is a for loop to loop through all the edge value in the edges se to add in the new list.
   edgeCost():O(|E|), Because there is a for loop to loop through all the edge value in the edges set to find the qualified value. In the worst case, we have to loop through the whole set
2. First, I made deep copied when add the edges into map initially in the constructor to copy in the values, so it protects when client want to modtify the value that already in the map. Same concept, but copy out the edges and vertexes when return edges and vertexes.
3. To test my code, I had an extra myClient class. And manually add to the new graph map. To test all the exceptions, I add some negative weight value for edge, different weight but same source and destination for edge and two null value for graph arguments. To test the general method. Call the adjacentVertices and edgeCost method with the valid existing values. Since the values I added it' simple so it's easy to observe by the output whether or not the method was implemented right.