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Graph Programming Project

Graph

The problem can be modeled as a graph by representing each possible intersection as a node. Bugs that are not located at intersections are simply part of an edge. To implement this in Java, there will be a HashMap containing all bugs and a hashset

Algorithm

The algorithm for forming the file into a graph is as follows:

B = set containing bugs

For each line in the file:

F = the first integer

If F does not exist in B

Add F to B

Move onto next