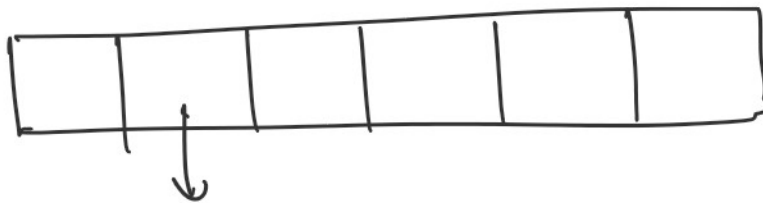


## Graph - Implementation

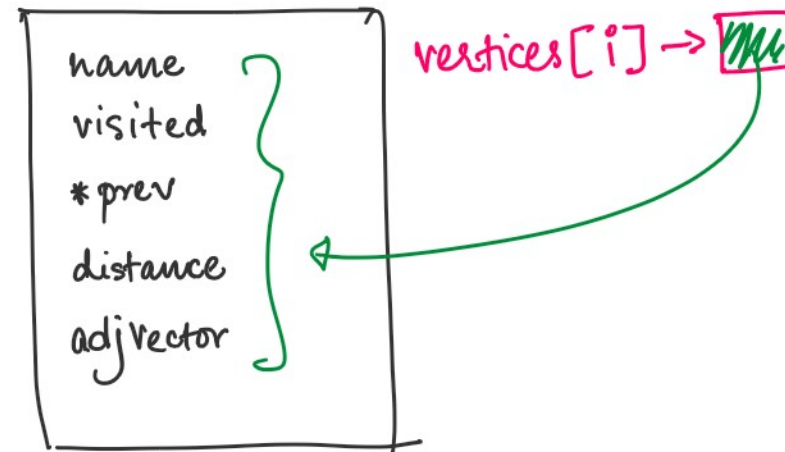
```
struct adjVertex{
    vertex *v;
    float weight = 0;
};

class vertex{
public:
    std::string name;
    bool visited = false;
    vertex* prev = NULL;
    float distance = 1.0e+9;
    std::vector<adjVertex> adj;
};
```

vertices `vector<vertex*>`

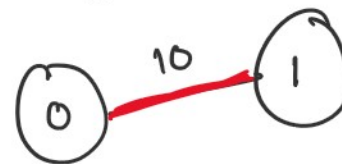


`vertices[1]` is a pointer  
to a vertex



`cout << vertices[i] -> name;`

✶ getting adjacent vertices



`vertices[0] -> adjVertex[0].v -> name // 1`

`vertices[0] -> adjVertex[0].weight // 10`

