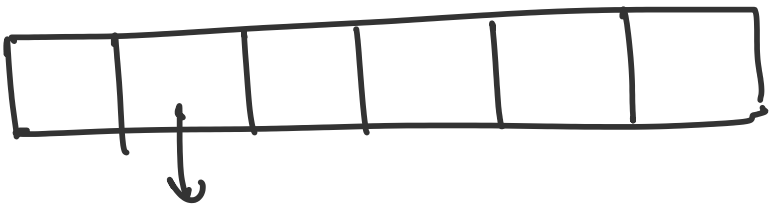


# Graph - Implementation

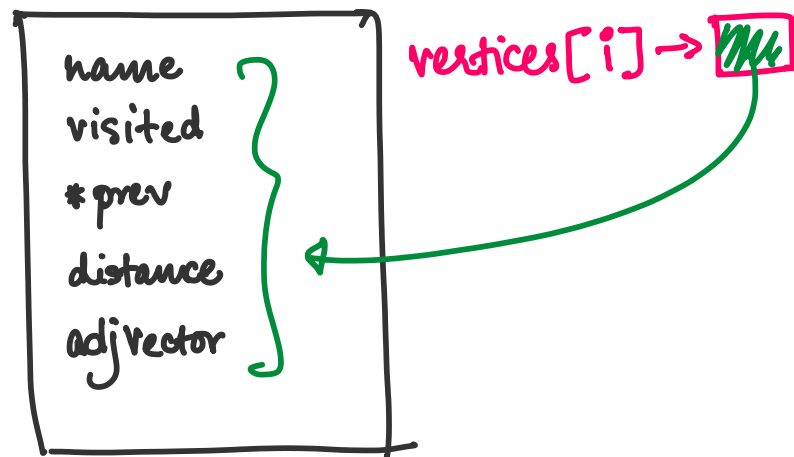
```
struct adjVertex{  
    vertex *v;  
    float weight = 0;  
};
```

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

vertices **vector<vertex\*>**

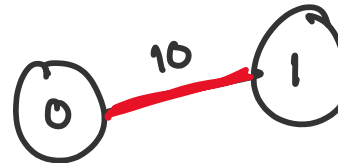


vertices[1] is a pointer  
to a vertex



cout << vertices[i] -> name ;

✧ getting adjacent vertices



vertices[0] -> adjvertex[0] . **v** -> name // 1

vertices[0] -> adjvertex[0] . **weight** // 10