

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 // An Data Structure class that encapsulate the gameobject
6 // inside a Node, therefore provide an reference to modify
7 // the gameObject through pointer
8 public class Node
9 {
10     // Adjacency list of a Node is stored as dictionary where
11     // the keys are the neighboring node and the value is the weights
12     // to that neighbor
13     private Dictionary<Node, int> neighbor;
14     // container for the data
15     private string data;
16
17     public Node(string data) {
18         this.data = data;
19         neighbor = new Dictionary<Node, int>();
20     }
21
22
23
24     public void addNeighbor(Node destination, int weight) {
25         // add the destination to its neighbor
26         this.neighbor.Add(destination, weight);
27     }
28
29
30     public void setData(string data) {
31         this.data = data;
32     }
33
34     public string getData() {
35         return data;
36     }
37
38     public Dictionary<Node, int> getNeighbor() {
39         return neighbor;
40     }
41
42
43 }
44
```