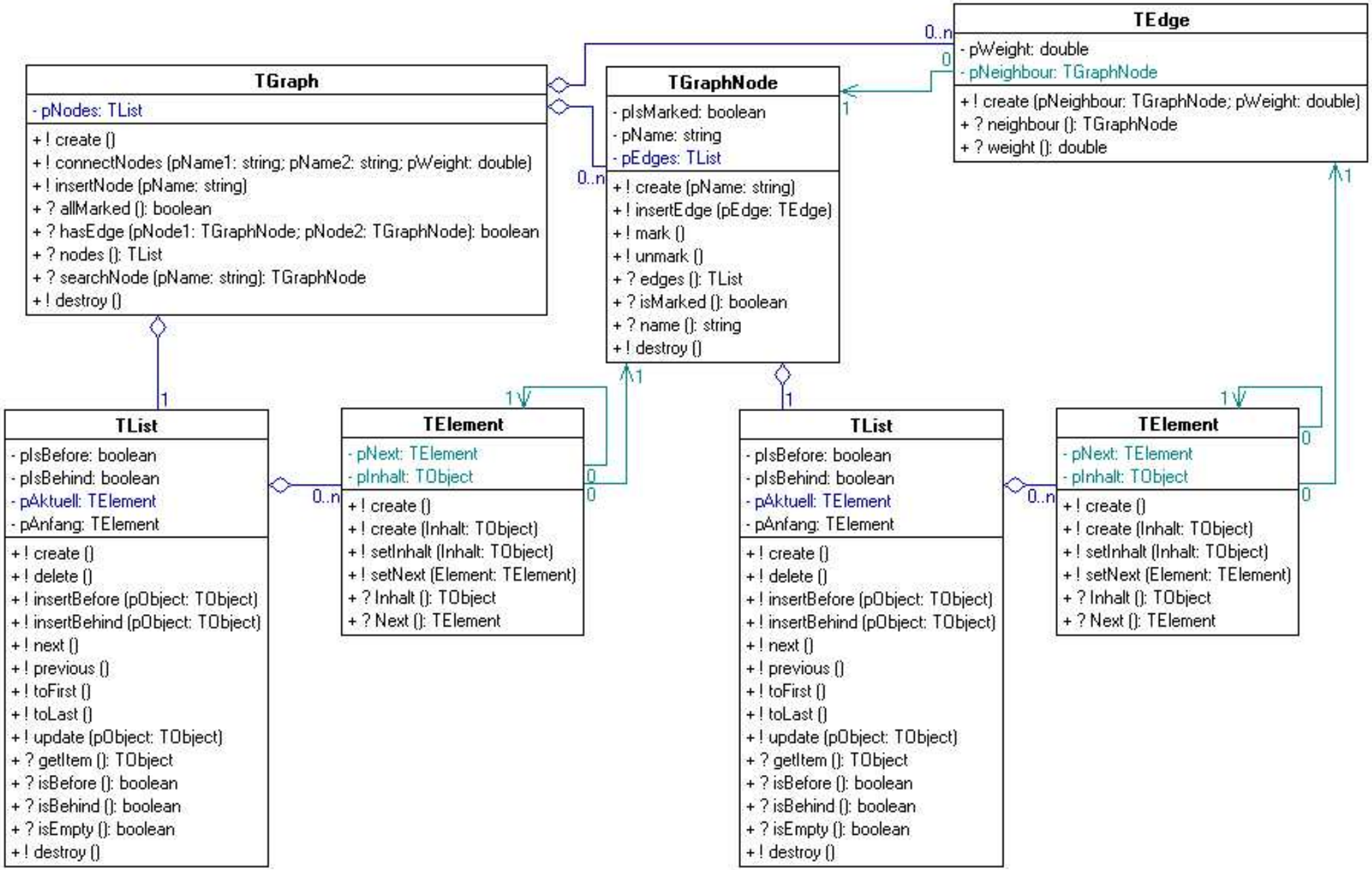
TEdge
- pWeight: double
- pNeighbour: TGraphNode
+ ! create (pNeighbour: TGraphNode; pWeight: double)
+ ? neighbour (): TGraphNode
+ ? weight (): double
TGraph
- pNodes: TList
+ ! create ()
+ ! connectNodes (pName1: string; pName2: string; pWeight: double)
+ ! insertNode (pName: string)
+ ? allMarked (): boolean
+ ? hasEdge (pNode1: TGraphNode; pNode2: TGraphNode): boolean
+ ? nodes (): TList
+ ? searchNode (pName: string): TGraphNode
+ ! destroy ()
TGraphNode
- pIsMarked: boolean
- pName: string
- pEdges: TList
+ ! create (pName: string)
+ ! insertEdge (pEdge: TEdge)
+ ! mark ()
+ ! unmark ()
+ ? edges (): TList
+ ? isMarked (): boolean
+ ? name (): string
+ ! destroy ()
TList
- pIsBefore: boolean
- pIsBehind: boolean
- pAktuell: TElement
- pAnfang: TElement
+ ! create ()
+ ! delete ()
+ ! insertBefore (pObject: TObject)
+ ! insertBehind (pObject: TObject)
+ ! next ()
+ ! previous ()
+ ! toFirst ()
+ ! toLast ()
+ ! update (pObject: TObject)
+ ? getItem (): TObject
+ ? isBefore (): boolean
+ ? isBehind (): boolean
+ ? isEmpty (): boolean
+ ! destroy ()
TElement
- pNext: TElement
- pInhalt: TObject
+ ! create ()
+ ! create (Inhalt: TObject)
+ ! setInhalt (Inhalt: TObject)
+ ! setNext (Element: TElement)
+ ? Inhalt (): TObject
+ ? Next (): TElement
TList
- pIsBefore: boolean
- pIsBehind: boolean
- pAktuell: TElement
- pAnfang: TElement
+ ! create ()
+ ! delete ()
+ ! insertBefore (pObject: TObject)
+ ! insertBehind (pObject: TObject)
+ ! next ()
+ ! previous ()
+ ! toFirst ()
+ ! toLast ()
+ ! update (pObject: TObject)
+ ? getItem (): TObject
+ ? isBefore (): boolean
+ ? isBehind (): boolean
+ ? isEmpty (): boolean
+ ! destroy ()
TElement
- pNext: TElement
- pInhalt: TObject
+ ! create ()
+ ! create (Inhalt: TObject)
+ ! setInhalt (Inhalt: TObject)
+ ! setNext (Element: TElement)
+ ? Inhalt (): TObject
+ ? Next (): TElement
0..n
0
1
0..n
1
1
1
1
1
0..n
0
0
0..n
0
0