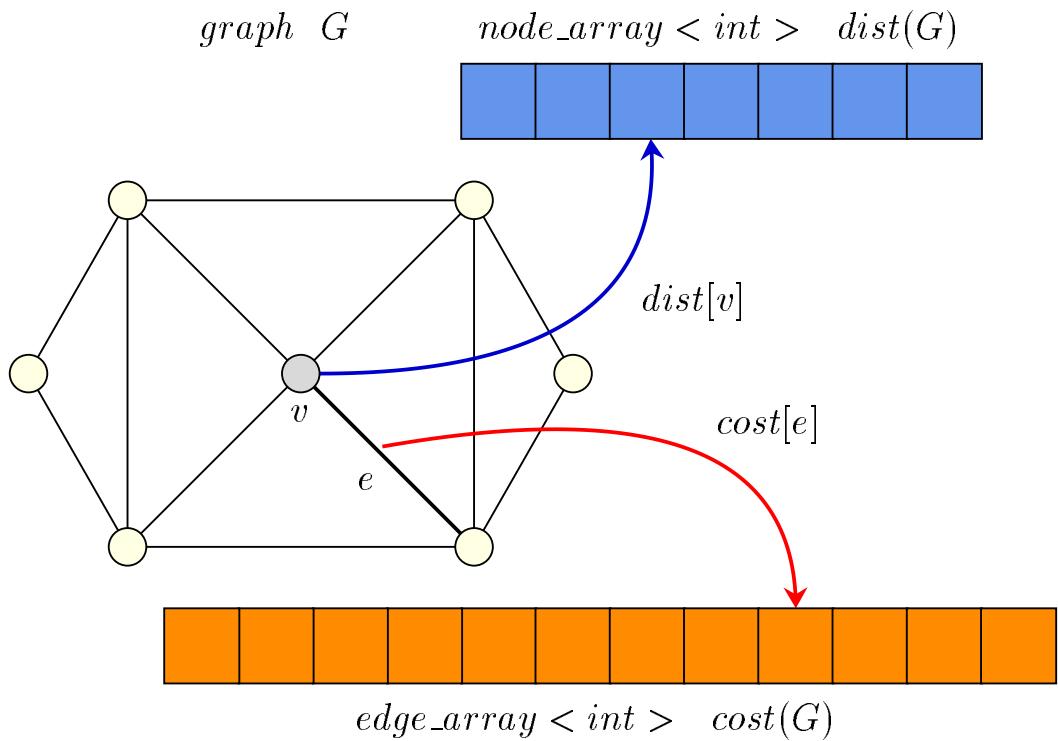


Node/Edge Arrays



Algorithmen

```
COMPONENTS(graph G, node_array<int> compnum);
```

```
SHORTEST_PATHS(graph G, node s, edge_array<int> cost,
                node_array<int> dist);
```

```
MAXFLOW(graph G, node s, node t, edge_array<int> cap,
         edge_array<int> flow);
```

: