1. Study the slides for Chapter 11 on graphs.

2. Implement a graph by completing the following methods of Graph.hpp.

   ```cpp
   bfs()
dfs()
numEdges()
removeEdge()
writeComponents()
writePathHelper()
   ```

   The breadth first search uses a queue. In method `bfs()`, you should declare a local queue of `int` using the QueueL project.

   For `numEdges()`, return the number of undirected edges if the graph is not a digraph. Similarly, in `removeEdge()`, if the graph is not a digraph you must remove edges from two adjacency lists.

   Hand in the file
   Graph.hpp
   electronically with the file name prefixed with your two-digit course ID number.