

```

#ifndef GRAPH_H
#define GRAPH_H

class nodeSet {
private:
    int N;
    int *node;
    int size;
public:
    nodeSet( void );
    ~nodeSet( void );
    void nodeInit( int NInput );
    void add( int nodeA );
    void remove( void );
    void print( void );
};

class Graph {
private:
    int N; // the number of node
    char **connected;
    nodeSet compsub;
public:
    Graph(); // default constructor;
    Graph( char* fileName ); // constructor with file
    ~Graph();
    char areConnected( int nodeA, int nodeB ); // are two nodes connected?
    int size( void );
    void findMaxClique( void );
    void print( void );
private:
    void bkV2(int *old, int ne, int ce);
};

#endif

```