Adjectives

Trivial	Having only one vertex and no edges.
Simple	Having no repeated *vertices* (except, possibly, the initial and terminal).
Closed	Having the same vertex as initial and terminal.

Nouns

Walk	An alternating sequence of vertices and edges, each edge coming between its end points.
Path	A walk with no repeated *edge* (repeated vertices are ok).
Circuit	A closed path (no repeated edges, initial and terminal the same).
Cycle	A simple circuit (no repeated edges or vertices, except the initial and terminal, which are the same).

Walk

Closed walk   Path

Circuit   Simple path

Cycle

Graph
<<interface>>

numVertices() : int
numEdges() : int
adjacents(v:int) : Iterable<Integer>
adjacent(u:int, v:int)

ALGBuilder

connect(u:int, v:int)
getGraph(): AdjMatrixGraph

AdjListGraph

adjSets: Set<Integer>[]
numEdges: int

AdjMatrixGraph

edges: boolean[][]
numEdges: int

AMGBuilder

connect(u:int, v:int)
getGraph(): AdjMatrixGraph