

```
public class vertex{
    public int indegree = 0;
    public int topNum = 0;
    public int idnum = 0;
    public int adjacents[];
    vertex(int x, int[] y){
        idnum = x;
        adjacents = new int [y.length];
        for(int i=0; i < y.length; i++){
            adjacents[i] = y[i];
            indegree++;
        }
    }// end constructor

} // end class
```