

```
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];
        }
    }// end constructor
    Vertex(int x){
        idnum = x;
        indegree = 0;
        adjacents = new int [0];
    }
    public void addIndegree() {
        indegree++;
    }
} // end class
```