

Exercises, Week 3, Day 2

1. Give the graph class, from the previous lesson, an iterator over all nodes.
2. Give the graph class an iterator over all neighbours of a given node, e.g. `myGraph.iterNeighbours(myNode)`.
3. Give the graph class a “random walk” iterator, that starts from a random node and moves to a joining random node. (You’ll need the `random` module, in particular the `choice` method.)