```
n1 = Node (Name = "node1", Geometry = Point (10, 10))
n2 = Node (Name = "node2", Geometry = Point (20, 20))
n3 = Node (Name = "node3", Geometry = Point (30, 30))
n4 = Node (Name = "node4", Geometry = Point (40, 40))
c1 = Branch(Name = "branch1", Source = n1, Target = n2)
c2 = Branch (Name = "branch2", Source = n2, Target = n3)
c3 = Branch (Name = "branch2", Source = n4, Target = n3)
# add nodes and branches to the network
network.Nodes.AddRange((n1, n2, n3, n4))
network.Branches.AddRange((c1, c2, c3))
# create and fill values of the network coverage
networkCoverage = NetworkCoverage()
networkCoverage.Network = network
networkCoverage[NetworkLocation(c1, 0.0)] = 100.0
networkCoverage[NetworkLocation(c1, 10.0)] = 200.0
networkCoverage[NetworkLocation(c1, 20.0)] = 300.0
networkCoverage[NetworkLocation(c2, 8.0)] = 400.0
networkCoverage[NetworkLocation(c2, 15.0)] = 500.0
networkCoverage[NetworkLocation(c2, 20.0)] = 600.0
networkCoverage[NetworkLocation(c2, 25.0)] = 700.0
networkCoverage[NetworkLocation(c3, 15.0)] = 800.0
```

# create simple network containing 4 nodes and 3 branches

network = HydroNetwork (Name = "test network")