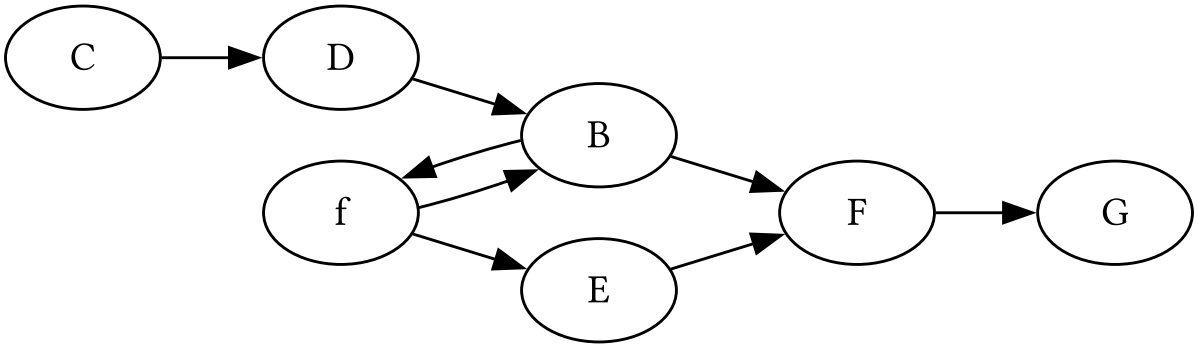
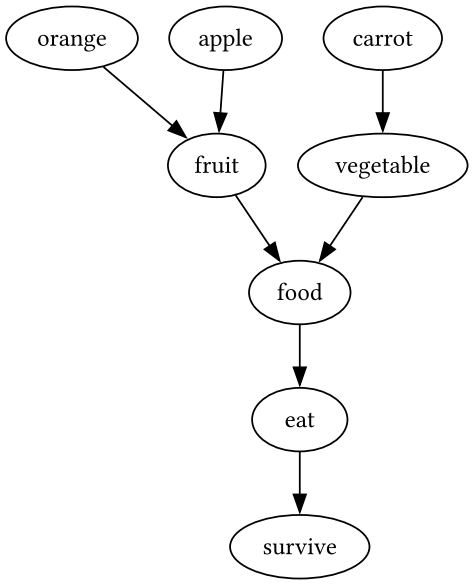
Graph 1: Test

```
digraph {
  rankdir=LR;
  f -> B
  B -> f
  C -> D
  D -> B
  E -> F
  f -> E
  B -> F
  F -> G
}
```



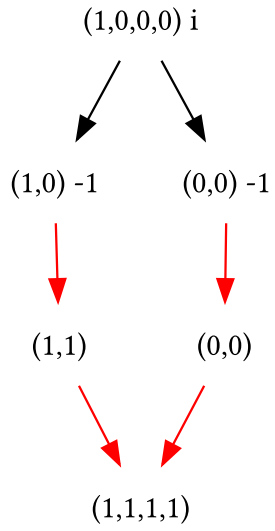
Graph 2: Eating

```
digraph {
    orange -> fruit
    apple -> fruit
    fruit -> food
    carrot -> vegetable
    vegetable -> food
    food -> eat
    eat -> survive
}
```



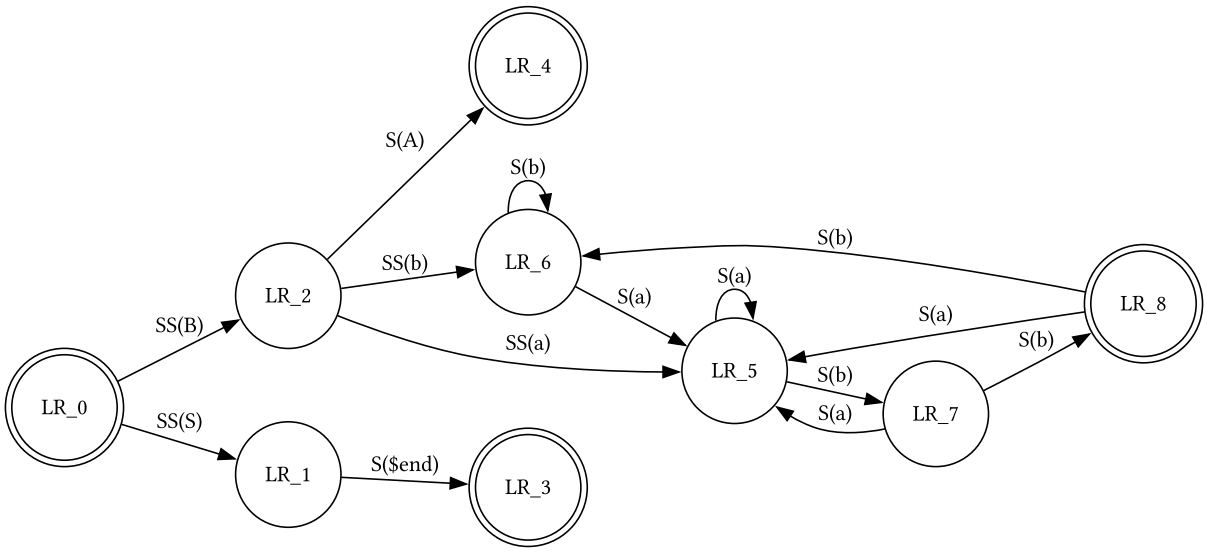
Graph 3: FFT

```
digraph {
    1[label="(1,0,0,0) i", shape=none]
    2[label="(1,0) -1", shape=none]
    3[label="(0,0) -1", shape=none]
    r1[label="(1,1)", shape=none]
    r2[label="(0,0)", shape=none]
    r3[label="(1,1,1,1)", shape=none]
    1->2
    1->3
    2->r1[color=red]
    3->r2[color=red]
    r1->r3[color=red]
    r2->r3[color=red]
}
```



Graph 4: State Machine

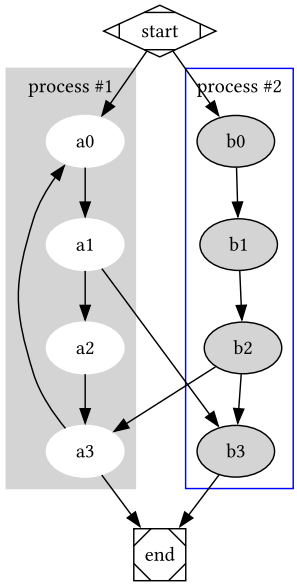
```
digraph finite_state_machine {
  rankdir=LR;
  size="8,5"

  node [shape = doublecircle]; LR_0 LR_3 LR_4 LR_8;
  node [shape = circle];

  LR_0 -> LR_2 [ label = "SS(B)" ];
  LR_0 -> LR_1 [ label = "SS(S)" ];
  LR_1 -> LR_3 [ label = "S($end)" ];
  LR_2 -> LR_6 [ label = "SS(b)" ];
  LR_2 -> LR_5 [ label = "SS(a)" ];
  LR_2 -> LR_4 [ label = "S(A)" ];
  LR_5 -> LR_7 [ label = "S(b)" ];
  LR_5 -> LR_5 [ label = "S(a)" ];
  LR_6 -> LR_6 [ label = "S(b)" ];
  LR_6 -> LR_5 [ label = "S(a)" ];
  LR_7 -> LR_8 [ label = "S(b)" ];
  LR_7 -> LR_5 [ label = "S(a)" ];
  LR_8 -> LR_6 [ label = "S(b)" ];
  LR_8 -> LR_5 [ label = "S(a)" ];
}
```



Graph 5: Clustering

```
# http://www.graphviz.org/content/cluster
digraph G {

  subgraph cluster_0 {
    style=filled;
    color=lightgrey;
    node [style=filled,color=white];
    a0 -> a1 -> a2 -> a3;
    label = "process #1";
  }

  subgraph cluster_1 {
    node [style=filled];
```

```
    b0 -> b1 -> b2 -> b3;
    label = "process #2";
    color=blue
  }

  start -> a0;
  start -> b0;
  a1 -> b3;
  b2 -> a3;
  a3 -> a0;
  a3 -> end;
  b3 -> end;

  start [shape=Mdiamond];
  end [shape=Msquare];
}
```



Graph 6: HTML

```
digraph structs {
    node [shape=plaintext]
    struct1 [label=<
<TABLE BORDER="0" CELLBORDER="1" CELLSPACING="0">
  <TR><TD>left</TD><TD PORT="f1">mid dle</TD><TD PORT="f2">right</TD></TR>
</TABLE>>];
    struct2 [label=<
<TABLE BORDER="0" CELLBORDER="1" CELLSPACING="0">
  <TR><TD PORT="f0">one</TD><TD>two</TD></TR>
</TABLE>>];
    struct3 [label=<
<TABLE BORDER="0" CELLBORDER="1" CELLSPACING="0" CELLPADDING="4">
  <TR>
    <TD ROWSPAN="3">hello<BR/>world</TD>
    <TD COLSPAN="3">b</TD>
    <TD ROWSPAN="3">g</TD>
    <TD ROWSPAN="3">h</TD>
  </TR>
  <TR>
    <TD>c</TD><TD PORT="here">d</TD><TD>e</TD>
```

```
  </TR>
  <TR>
    <TD COLSPAN="3">f</TD>
  </TR>
</TABLE>>];
    struct1:f1 -> struct2:f0;
    struct1:f2 -> struct3:here;
}
```