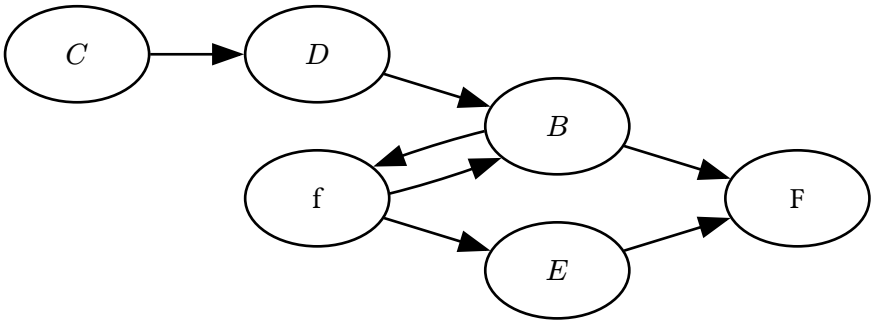
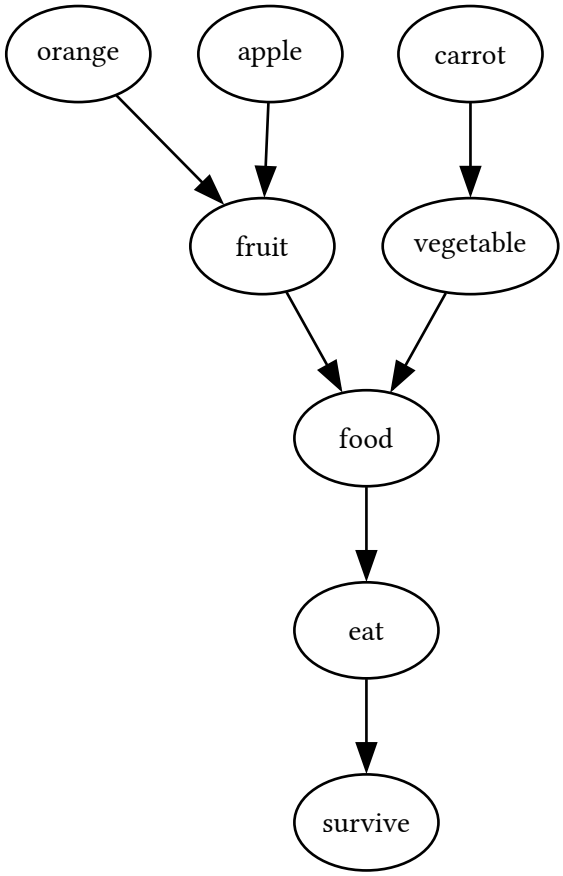
Graph 1: Test

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



Graph 2: Eating

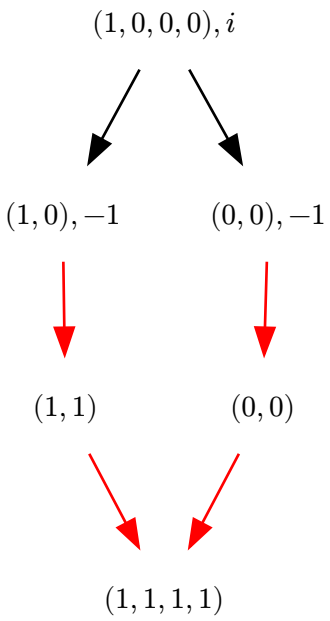
```
digraph {
  orange -> fruit
  apple -> fruit
  fruit -> food
  carrot -> vegetable
  vegetable -> food
  food -> eat
  eat -> survive
}
```



Graph 3: FFT

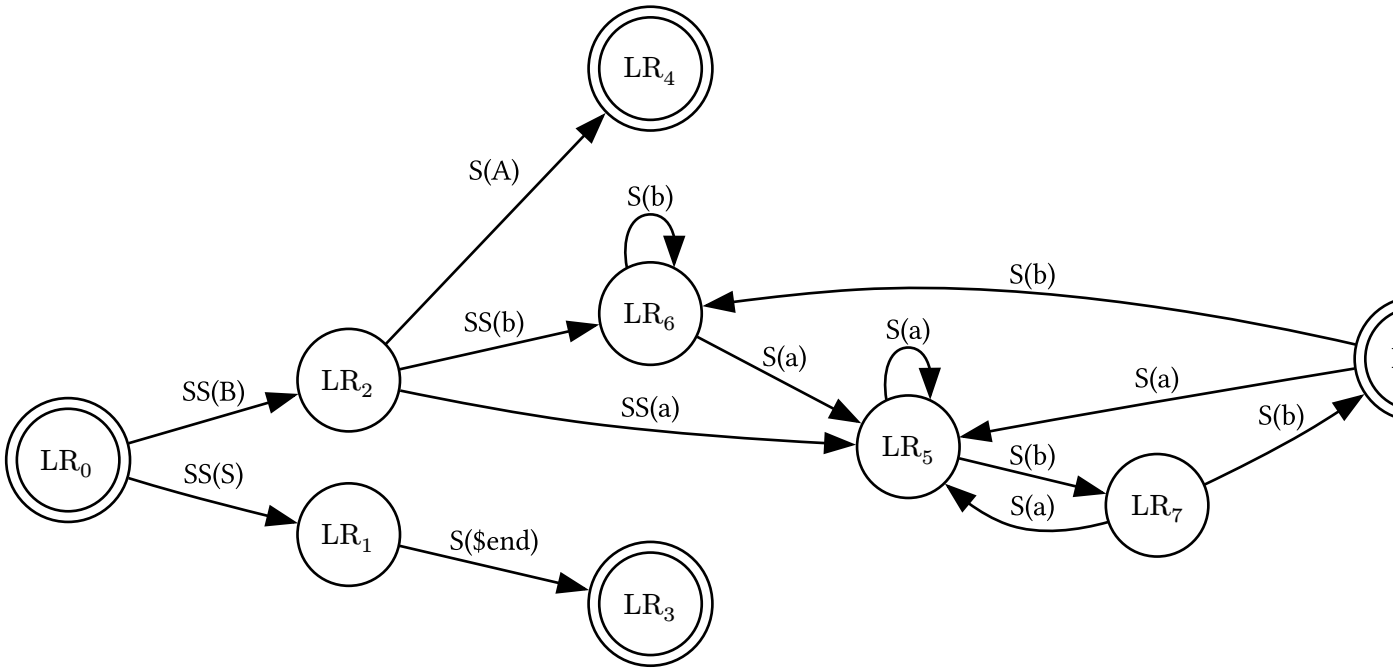
Labels are overridden manually.

```
digraph {
  node [shape=none]
  1
  2
  3
  r1
  r2
  r3
  1->2
  1->3
  2->r1 [color=red]
  3->r2 [color=red]
  r1->r3 [color=red]
  r2->r3 [color=red]
}
```



Graph 4: State Machine

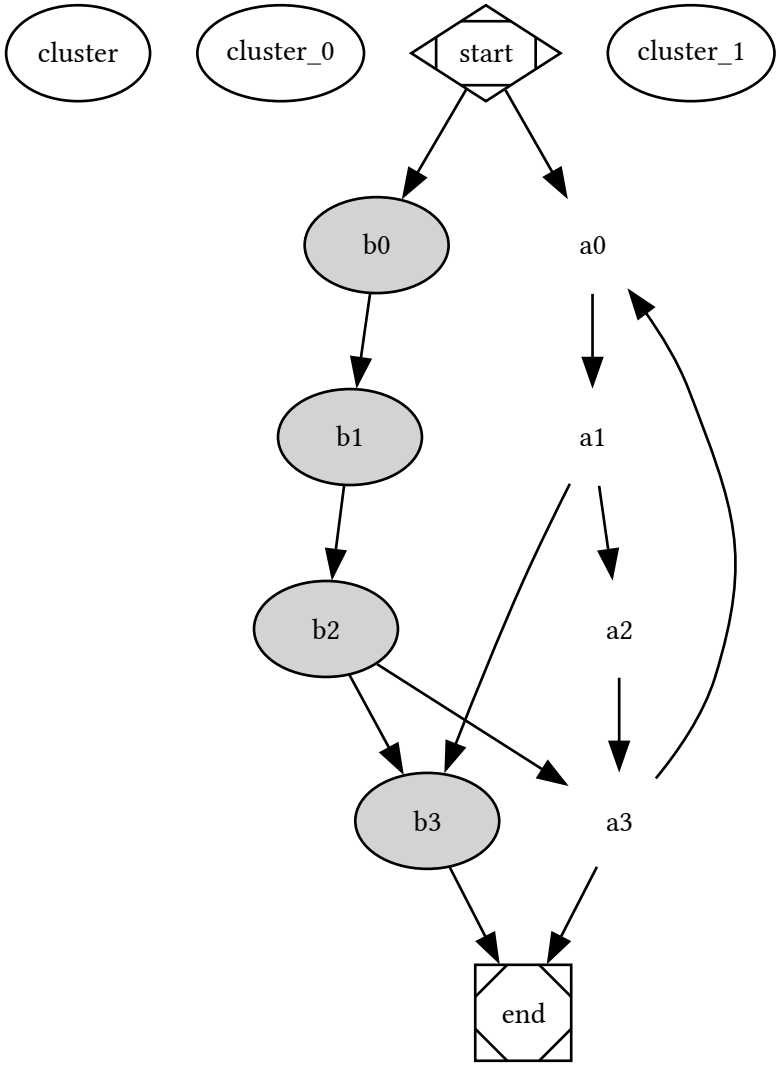
```
digraph finite_state_machine {
  rankdir=LR
  size="8,5"

  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)"]
}
```


LR0
LR1
LR2
LR3
LR4
LR5
LR6
LR7
SS(B)
SS(S)
S(A)
S(b)
SS(b)
SS(a)
S(a)
S(b)
S(a)
S(b)
S(a)
S(b)
S($end)

Graph 5: Clustering

See http://www.graphviz.org/content/cluster.

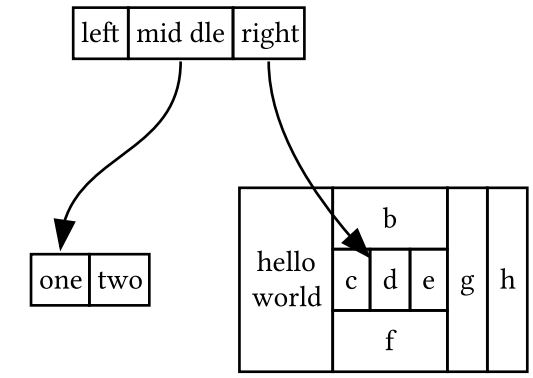
```
digraph G {

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

  cluster 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>
```

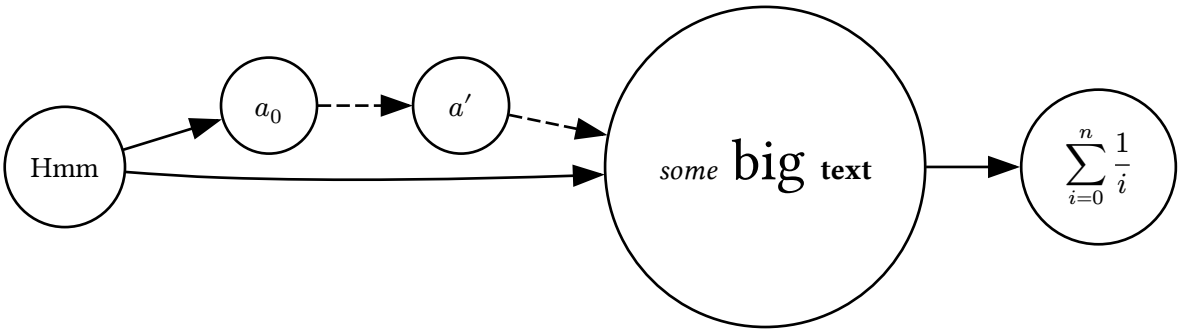
```
  <TR>
    <TD>c</TD><TD PORT="here">d</TD><TD>e</TD>
  </TR>
  <TR>
    <TD COLSPAN="3">f</TD>
  </TR>
</TABLE>>];
    struct1:f1 -> struct2:f0;
    struct1:f2 -> struct3:here;
}
```



Graph 7: Overridden labels

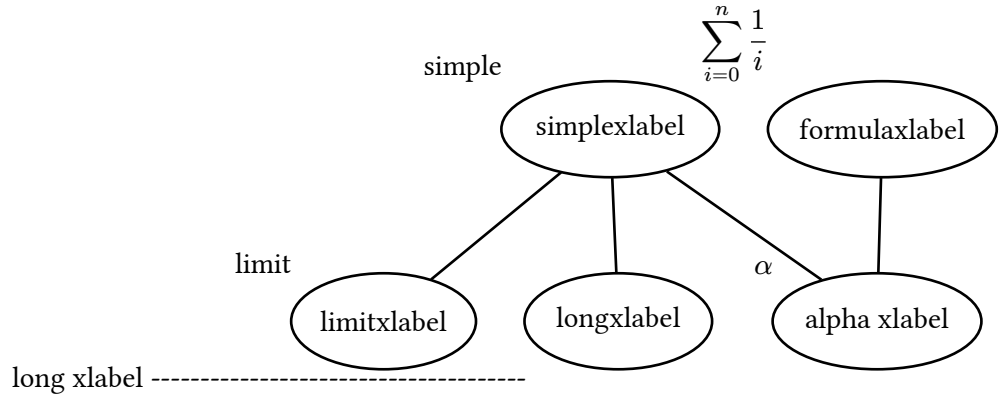
Labels for nodes `big` and `sum` are overridden.

```
digraph {
  rankdir=LR
  node[shape=circle]
  Hmm -> a_0
  Hmm -> big
  a_0 -> "a'" -> big [style="dashed"]
  big -> sum
}
```




```
graph {
  simplexlabel[xlabel="simple"]
  simplexlabel -- limitxlabel
  simplexlabel -- longxlabel
  longxlabel[xlabel="long xlabel ------------------------------------"]
  "alpha xlabel"[xlabel="alpha"]
```

```
  simplexlabel -- "alpha xlabel"
  limitxlabel[xlabel="limit"]
  formulaxlabel -- "alpha xlabel"
}
```



Graph 8: Automatic math labels

```
digraph {
  a -> alpha
  phi -> rho
  rho -> a
  tau -> omega
  phi -> a_8
  a_8 -> alpha
  a_8 -> omega
  alpha_8 -> omega
}
```