```
DrawGraph@n___Integer := DrawGraph@n =
    GraphPlot[{#[[1]] → #[[2]], #[[3]]} & /@ << (Data@n),
      EdgeLabeling → False,
      EdgeRenderingFunction →
        ({Switch[#3, "2-Pass", Red,
              "Reidemeister 3",
              Green, "Flype", Blue, "N/A",
              Transparent],
            Arrowheads@0, Arrow[#1]} &),
      VertexRenderingFunction →
        ({Black, Point@#} &), SelfLoopStyle → 1/3];
```