

```
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 ] ;
```