

```

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 ] ;

```