Class Fluery

checkEdge (grash, V, , V2):

if (grash[V,] sum = I)

edge exists

edgetotal = Prims(V, , visited) Checks if grash

remove edge breechs

edgetotal2 = Prims(V, , visited)

add back edge

return et >et2

for v in grash:

if grash[v] 1.2 == 1

odds ++

exit szot Peturn adds

addedge (): L' buit in, no method
main ()

run program