LightGraphsAnswers

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0.1   LightGraphs Problem

```
In [ ]: using LightGraphs, Distributions
        function mkTree(maxdepth::Int = 10, p::Float64 = 0.8, g::SimpleGraph = Grap
            if (maxdepth <= 1) g
            else
                b = Binomial(2, p)
                nEdges = max(1, rand(b))
                 for leaves in 1:nEdges
                    add_vertex!(g)
                    newnode = nv(g)
                    add_edge!(g, currhead, newnode)
                    mkTree(maxdepth-1, p, g, newnode)
                end
            end
            g
        end
```