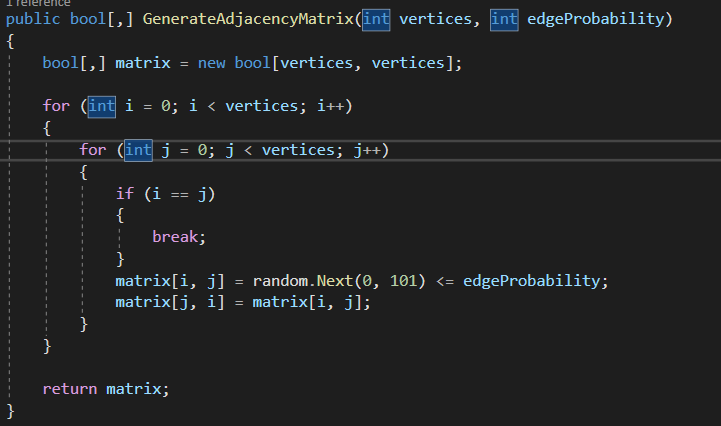
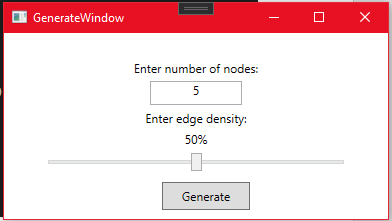
Week 1

# Generating the adjacency matrix

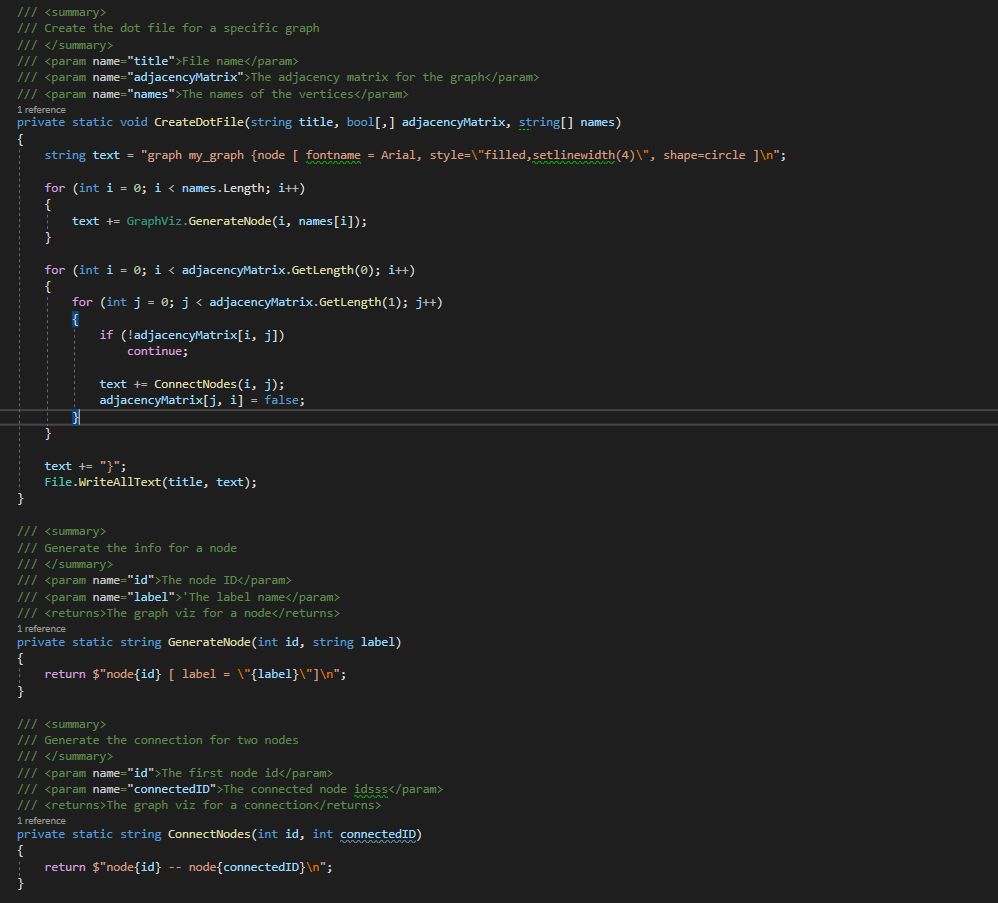
To generate the adjacency matrix we first loop trough half of the adjacency matrix. If the random value we generate is above the specified possibility of creating an edge we add this to the adjacency matrix. We then also add this value the oppositive value. This is done with this code:



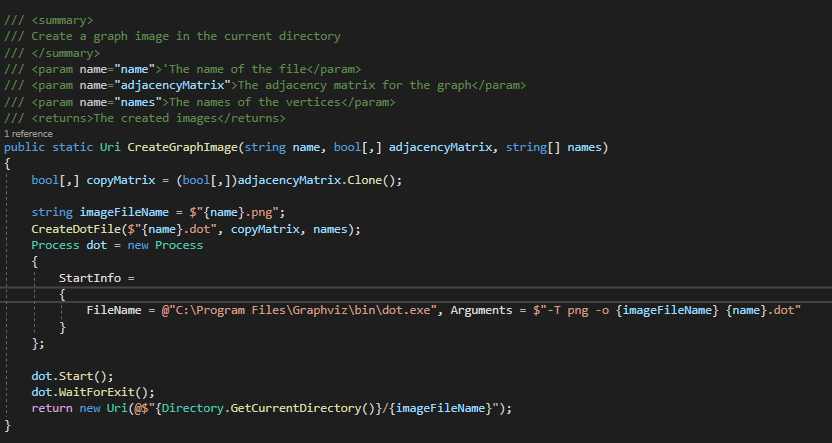
To get the size and probability of an edge we created this small pop up window:  


# Graph viz

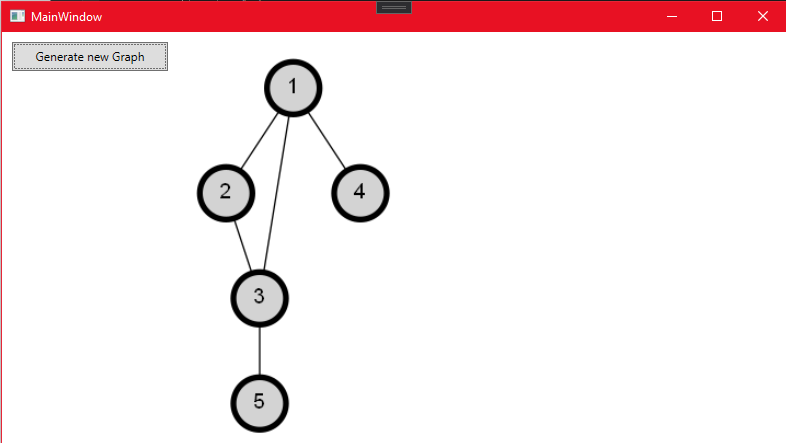
After generating the adjacency matrix we had to create an image of its corresponding graph. We did this by creating a small script that generates a simple dot file. The dot file is used by Graph viz. This is the code that we used to generate the dot file:



Then we pass this specific dot file to Graph Viz. We do this by using the C# processing system:



Then we can load in the image into our basic win form. This looks like this:



# Connecting the graphs