

# LightGraphsAnswers

May 27, 2017

## 0.1 LightGraphs Problem

```
In [ ]: using LightGraphs, Distributions
        function mkTree(maxdepth::Int = 10, p::Float64 = 0.8, g::SimpleGraph = Graph{Int, Edge{Int}}())
            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
```