

Printout 1: 50 vertices with 20% density and weights 1-10

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Enter the Number of Vertices: 50

Enter the density of Edges from 1-100 percent: 20

Enter the max weight range of Edges: 10

The Adjacency List-
Vertex[1] -> 24(7) -> 17(8) -> 39(1) -> 42(3) -> 35(3) -> 46(7) -> 42(6) -> 20(8) -> 4(1) -> 45(5) -> 25(1) -> 23(7)
Vertex[2] -> 6(10) -> 48(3) -> 43(2) -> 27(8) -> 39(10) -> 30(3) -> 45(10) -> 49(2) -> 27(10)
Vertex[3] -> 47(2) -> 23(5) -> 6(8) -> 9(5) -> 50(5) -> 10(1) -> 14(8) -> 17(3)
Vertex[4] -> 35(6) -> 33(10) -> 23(6) -> 1(1) -> 31(7)
Vertex[5] -> 10(5) -> 19(4) -> 14(2) -> 50(7) -> 10(4) -> 17(2) -> 22(5) -> 26(1) -> 21(6)
Vertex[6] -> 2(10) -> 40(1) -> 49(2) -> 3(8) -> 32(10) -> 15(2) -> 30(10) -> 39(7) -> 9(6) -> 18(2) -> 24(8) -> 39(10) -> 42(1)
Vertex[7] -> 48(10) -> 11(2) -> 14(2) -> 45(7) -> 50(2) -> 18(3) -> 9(8) -> 18(1) -> 13(5) -> 49(8) -> 23(4) -> 46(3)
Vertex[8] -> 42(3) -> 37(4) -> 40(2) -> 33(9) -> 38(7) -> 41(2) -> 24(1) -> 10(4) -> 21(2) -> 9(10) -> 20(6)
Vertex[9] -> 31(7) -> 3(5) -> 37(2) -> 11(3) -> 32(3) -> 42(1) -> 7(8) -> 6(6) -> 34(9) -> 23(4) -> 44(5) -> 8(10)
Vertex[10] -> 5(5) -> 19(9) -> 40(8) -> 14(1) -> 42(5) -> 5(4) -> 3(1) -> 28(6) -> 18(7) -> 8(4) -> 34(7) -> 39(4)
Vertex[11] -> 7(2) -> 19(7) -> 9(3) -> 46(7) -> 26(10) -> 25(7)
Vertex[12] -> 50(10) -> 31(10) -> 46(5) -> 40(1) -> 37(10) -> 37(5) -> 28(1) -> 44(4) -> 44(4) -> 34(2)
Vertex[13] -> 29(10) -> 33(9) -> 46(3) -> 32(2) -> 7(5) -> 40(5) -> 35(10) -> 47(1) -> 19(10)
Vertex[14] -> 22(2) -> 7(2) -> 23(7) -> 22(7) -> 5(2) -> 10(1) -> 44(1) -> 34(7) -> 24(8) -> 36(7) -> 39(4) -> 3(8)
Vertex[15] -> 28(10) -> 6(2) -> 26(5) -> 47(5)
Vertex[16] -> 41(6) -> 34(9) -> 37(10) -> 22(9) -> 25(5) -> 18(2)
Vertex[17] -> 19(2) -> 1(8) -> 35(8) -> 28(7) -> 43(5) -> 5(2) -> 39(5) -> 42(1) -> 3(3)
Vertex[18] -> 34(10) -> 33(2) -> 31(7) -> 38(7) -> 7(3) -> 21(5) -> 49(5) -> 6(2) -> 10(7) -> 16(2) -> 38(2) -> 29(6)
Vertex[19] -> 35(1) -> 17(2) -> 10(9) -> 5(4) -> 11(7) -> 22(3) -> 13(10)
Vertex[20] -> 39(3) -> 1(8) -> 35(1) -> 8(6)
Vertex[21] -> 33(2) -> 39(3) -> 18(5) -> 27(3) -> 34(4) -> 46(6) -> 8(2) -> 5(6)
Vertex[22] -> 37(6) -> 14(2) -> 41(5) -> 14(7) -> 23(6) -> 33(5) -> 16(9) -> 26(9) -> 5(5) -> 45(10) -> 19(3) -> 41(3) -> 35(4) -> 45(2)
Vertex[23] -> 3(5) -> 29(3) -> 27(6) -> 14(7) -> 22(6) -> 4(6) -> 31(6) -> 7(4) -> 9(4) -> 1(7)
Vertex[24] -> 1(7) -> 34(6) -> 26(1) -> 39(1) -> 29(9) -> 14(8) -> 8(1) -> 47(5) -> 6(8)
Vertex[25] -> 49(6) -> 16(5) -> 41(2) -> 40(4) -> 1(1) -> 11(7) -> 34(4)
Vertex[26] -> 47(6) -> 24(1) -> 39(10) -> 46(2) -> 38(6) -> 27(9) -> 22(9) -> 11(10) -> 34(9) -> 15(5) -> 34(10) -> 49(2) -> 5(1)
Vertex[27] -> 29(2) -> 42(2) -> 23(6) -> 49(2) -> 30(8) -> 48(4) -> 2(8) -> 26(9) -> 21(3) -> 45(7) -> 39(4) -> 2(10)
Vertex[28] -> 33(8) -> 15(10) -> 32(6) -> 35(2) -> 17(7) -> 10(6) -> 46(4) -> 40(6) -> 12(1) -> 39(10)
Vertex[29] -> 41(10) -> 27(2) -> 23(3) -> 13(10) -> 24(9) -> 39(1) -> 49(2) -> 43(10) -> 18(6)
Vertex[30] -> 42(9) -> 27(8) -> 49(6) -> 6(10) -> 2(3) -> 35(3) -> 47(1)
Vertex[31] -> 9(7) -> 33(2) -> 12(10) -> 18(7) -> 44(10) -> 23(6) -> 4(7) -> 46(9)
Vertex[32] -> 6(10) -> 28(6) -> 9(3) -> 13(2) -> 34(6) -> 39(1) -> 50(5) -> 41(5)
Vertex[33] -> 31(2) -> 21(2) -> 40(5) -> 28(8) -> 18(2) -> 4(10) -> 13(9) -> 8(9) -> 22(5) -> 39(4) -> 40(10) -> 38(7)
Vertex[34] -> 38(3) -> 18(10) -> 24(6) -> 16(9) -> 40(5) -> 21(4) -> 35(7) -> 14(7) -> 32(6) -> 45(3) -> 9(9) -> 26(9) -> 26(10) -> 25(4) -> 10(7) -> 12(2)
Vertex[35] -> 19(1) -> 1(3) -> 4(6) -> 48(8) -> 28(2) -> 17(8) -> 34(7) -> 30(3) -> 40(6) -> 46(7) -> 13(10) -> 36(8) -> 22(4) -> 20(1)
Vertex[36] -> 43(1) -> 50(9) -> 46(1) -> 44(4) -> 14(7) -> 35(8)
Vertex[37] -> 22(6) -> 8(4) -> 9(2) -> 16(10) -> 12(10) -> 50(2) -> 12(5) -> 49(7) -> 41(4)
Vertex[38] -> 34(3) -> 40(9) -> 42(7) -> 18(7) -> 8(7) -> 26(6) -> 41(4) -> 40(6) -> 46(10) -> 46(9) -> 18(2) -> 33(7)
Vertex[39] -> 20(3) -> 1(1) -> 24(1) -> 26(10) -> 49(10) -> 21(3) -> 29(1) -> 2(10) -> 6(7) -> 32(1) -> 33(4) -> 14(4) -> 17(5) -> 28(10) -> 27(4) -> 6(10) -> 10(4)
Vertex[40] -> 6(1) -> 33(5) -> 38(9) -> 8(2) -> 45(2) -> 10(8) -> 12(1) -> 34(5) -> 13(5) -> 38(6) -> 35(6) -> 25(4) -> 28(6) -> 33(10)
Vertex[41] -> 49(9) -> 29(10) -> 22(5) -> 16(6) -> 45(1) -> 38(4) -> 8(2) -> 43(1) -> 25(2) -> 22(3) -> 37(4) -> 32(5)
Vertex[42] -> 8(3) -> 27(2) -> 30(9) -> 38(7) -> 1(3) -> 10(5) -> 9(1) -> 1(6) -> 17(1) -> 6(1)
Vertex[43] -> 36(1) -> 2(2) -> 17(5) -> 41(1) -> 29(10)
Vertex[44] -> 45(10) -> 48(6) -> 31(10) -> 14(1) -> 36(4) -> 12(4) -> 9(5) -> 12(4)
Vertex[45] -> 44(10) -> 41(1) -> 7(7) -> 40(2) -> 27(7) -> 22(10) -> 2(10) -> 1(5) -> 34(3) -> 22(2)
Vertex[46] -> 12(5) -> 1(7) -> 50(10) -> 26(2) -> 11(7) -> 13(3) -> 36(1) -> 28(4) -> 35(7) -> 38(10) -> 38(9) -> 21(6) -> 31(9) -> 7(3)
Vertex[47] -> 3(2) -> 50(6) -> 26(6) -> 24(5) -> 13(1) -> 30(1) -> 15(5)
Vertex[48] -> 7(10) -> 44(6) -> 2(3) -> 27(4) -> 35(8)
Vertex[49] -> 41(9) -> 25(6) -> 6(2) -> 27(2) -> 30(6) -> 39(10) -> 7(8) -> 29(2) -> 18(5) -> 37(7) -> 2(2) -> 26(2)
Vertex[50] -> 47(6) -> 12(10) -> 7(2) -> 36(9) -> 46(10) -> 5(7) -> 3(5) -> 37(2) -> 32(5)

...Program finished with exit code 0
Press ENTER to exit console.
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Printout 2: 50 vertices with 40% density and weights 1-10

```
Enter the Number of Vertices: 50

Enter the density of Edges from 1-100 percent: 40

Enter the max weight range of Edges: 10

The Adjacency List-
Vertex[1] -> 49(4) -> 3(3) -> 8(5) -> 15(9) -> 39(6) -> 40(6) -> 8(4) -> 48(5) -> 39(9) -> 8(2) -> 48(2) -> 24(9) -> 38(1) -> 43(5) -> 44(5) -> 12(1) -> 7(9) -> 27(2)
-> 43(4) -> 6(10) -> 15(10) -> 10(8)
Vertex[2] -> 47(2) -> 41(8) -> 7(8) -> 49(8) -> 30(3) -> 47(1) -> 17(2) -> 42(2) -> 36(8) -> 20(3) -> 26(5) -> 31(4) -> 7(6) -> 29(1)
Vertex[3] -> 1(3) -> 7(9) -> 13(5) -> 29(10) -> 34(4) -> 36(9) -> 43(4) -> 15(7) -> 49(1) -> 30(9) -> 35(4) -> 29(10) -> 47(7) -> 24(3) -> 39(10) -> 35(6) -> 5(6) -> 1
5(3) -> 8(8) -> 27(4) -> 34(6) -> 44(6) -> 43(6)
Vertex[4] -> 19(2) -> 13(1) -> 49(2) -> 7(3) -> 24(6) -> 12(9) -> 16(6) -> 13(7) -> 46(9) -> 17(9) -> 23(5) -> 37(2) -> 20(1) -> 35(9) -> 47(4) -> 18(9) -> 48(7) -> 38
(8) -> 38(1) -> 11(4) -> 11(1) -> 34(3) -> 47(4) -> 13(5)
Vertex[5] -> 42(6) -> 48(5) -> 36(4) -> 21(8) -> 47(3) -> 41(3) -> 46(6) -> 6(3) -> 37(2) -> 11(5) -> 45(4) -> 9(9) -> 27(10) -> 49(5) -> 23(5) -> 21(8) -> 32(3) -> 3
6 -> 15(10) -> 31(4) -> 31(8) -> 28(9) -> 35(8)
Vertex[6] -> 30(9) -> 17(3) -> 9(6) -> 5(3) -> 46(4) -> 48(9) -> 11(4) -> 21(5) -> 40(6) -> 15(10) -> 24(8) -> 49(8) -> 37(8) -> 39(3) -> 14(6) -> 9(7) -> 36(6) -> 19(
1) -> 37(7) -> 22(8) -> 23(3) -> 23(2) -> 33(6) -> 1(10) -> 28(4) -> 41(10) -> 41(6) -> 41(1)
Vertex[7] -> 3(9) -> 49(8) -> 14(1) -> 15(6) -> 48(1) -> 4(3) -> 11(7) -> 47(8) -> 50(4) -> 15(3) -> 2(8) -> 46(8) -> 14(6) -> 23(10) -> 1(9) -> 2(6) -> 31(10) -> 17(9
) -> 37(4) -> 46(3) -> 13(2) -> 25(1)
Vertex[8] -> 47(10) -> 50(9) -> 41(5) -> 47(10) -> 25(4) -> 1(5) -> 13(10) -> 11(2) -> 50(8) -> 42(10) -> 1(4) -> 28(2) -> 35(5) -> 1(2) -> 3(8) -> 48(1) -> 25(2) -> 2
6(10)
Vertex[9] -> 17(8) -> 37(2) -> 33(2) -> 46(9) -> 6(6) -> 5(9) -> 27(1) -> 25(4) -> 6(7) -> 26(5) -> 43(4) -> 47(6) -> 16(9) -> 31(4)
Vertex[10] -> 40(4) -> 42(9) -> 11(3) -> 18(7) -> 18(5) -> 49(4) -> 24(10) -> 20(10) -> 19(9) -> 27(4) -> 1(8)
Vertex[11] -> 25(8) -> 32(6) -> 10(3) -> 7(7) -> 5(5) -> 49(7) -> 19(9) -> 36(8) -> 6(4) -> 8(2) -> 48(5) -> 28(8) -> 41(8) -> 32(10) -> 12(5) -> 21(9) -> 4(4) -> 4(1)
-> 12(6) -> 26(2) -> 29(5)
Vertex[12] -> 48(1) -> 21(1) -> 4(9) -> 48(8) -> 41(5) -> 13(5) -> 24(5) -> 38(3) -> 29(5) -> 33(7) -> 11(5) -> 1(1) -> 11(6) -> 32(2) -> 38(5)
Vertex[13] -> 44(10) -> 29(5) -> 3(5) -> 4(1) -> 8(10) -> 32(10) -> 43(5) -> 19(3) -> 20(5) -> 35(2) -> 4(7) -> 16(7) -> 12(5) -> 36(9) -> 31(2) -> 18(10) -> 41(7) ->
30(2) -> 25(6) -> 27(6) -> 4(5) -> 7(2)
Vertex[14] -> 33(8) -> 16(1) -> 7(1) -> 37(10) -> 30(7) -> 28(10) -> 48(4) -> 18(6) -> 24(1) -> 21(10) -> 20(2) -> 47(2) -> 6(6) -> 7(6) -> 30(5) -> 29(1) -> 16(8) ->
50(10) -> 24(4) -> 41(5)
Vertex[15] -> 44(9) -> 41(3) -> 27(1) -> 41(5) -> 7(6) -> 3(7) -> 1(9) -> 17(10) -> 46(4) -> 6(10) -> 7(3) -> 33(9) -> 35(10) -> 25(5) -> 41(6) -> 3(3) -> 24(2) -> 39(
5) -> 5(10) -> 45(4) -> 32(10) -> 18(7) -> 1(10) -> 32(9)
Vertex[16] -> 23(10) -> 14(1) -> 30(3) -> 4(6) -> 35(3) -> 28(8) -> 13(7) -> 48(1) -> 36(9) -> 48(4) -> 20(2) -> 35(6) -> 21(8) -> 14(8) -> 32(6) -> 32(2) -> 43(8) ->
29(4) -> 9(9) -> 36(10) -> 41(10) -> 39(6)
Vertex[17] -> 24(1) -> 9(8) -> 6(3) -> 49(3) -> 15(10) -> 22(3) -> 33(10) -> 4(9) -> 35(2) -> 2(2) -> 21(7) -> 43(8) -> 37(8) -> 25(1) -> 43(2) -> 49(4) -> 7(9) -> 32(
10) -> 43(3) -> 25(4)
Vertex[18] -> 50(3) -> 41(5) -> 47(2) -> 41(2) -> 14(6) -> 10(7) -> 10(5) -> 19(4) -> 45(3) -> 48(2) -> 41(3) -> 13(10) -> 44(7) -> 39(2) -> 27(7) -> 42(7) -> 4(9) ->
24(4) -> 30(4) -> 32(5) -> 15(7) -> 24(10)
Vertex[19] -> 4(2) -> 13(3) -> 28(1) -> 11(9) -> 49(2) -> 28(2) -> 18(4) -> 29(7) -> 41(6) -> 6(1) -> 48(1) -> 10(9) -> 21(8) -> 40(2) -> 44(1) -> 35(9) -> 30(9)
Vertex[20] -> 24(2) -> 42(3) -> 42(9) -> 36(10) -> 13(5) -> 44(6) -> 33(3) -> 16(2) -> 14(2) -> 23(6) -> 4(1) -> 37(10) -> 50(4) -> 23(5) -> 2(3) -> 10(10)
Vertex[21] -> 39(8) -> 44(6) -> 34(9) -> 42(10) -> 5(8) -> 12(1) -> 23(7) -> 6(5) -> 23(2) -> 46(9) -> 14(10) -> 16(8) -> 39(9) -> 5(8) -> 47(7) -> 17(7) -> 36(6) -> 3
0(6) -> 48(2) -> 11(9) -> 23(4) -> 43(6) -> 19(8) -> 28(3)
Vertex[22] -> 50(7) -> 27(1) -> 32(3) -> 17(3) -> 39(7) -> 34(5) -> 45(6) -> 41(10) -> 24(2) -> 24(10) -> 39(4) -> 38(7) -> 49(3) -> 48(1) -> 6(8) -> 25(9) -> 25(9) ->
34(5)
Vertex[23] -> 16(10) -> 27(7) -> 21(7) -> 48(10) -> 21(2) -> 4(5) -> 47(1) -> 20(6) -> 5(5) -> 7(10) -> 20(5) -> 41(6) -> 6(3) -> 6(2) -> 21(4) -> 28(3) -> 24(9) -> 25
(9) -> 47(1) -> 48(5)
Vertex[24] -> 17(1) -> 35(3) -> 20(2) -> 4(6) -> 6(8) -> 47(6) -> 38(2) -> 14(1) -> 12(5) -> 3(3) -> 40(4) -> 10(10) -> 33(1) -> 22(2) -> 22(10) -> 34(3) -> 1(9) -> 29
(4) -> 15(2) -> 18(4) -> 23(9) -> 36(5) -> 14(4) -> 26(6) -> 44(7) -> 18(10)
Vertex[25] -> 11(8) -> 8(4) -> 49(6) -> 42(8) -> 36(9) -> 41(3) -> 30(8) -> 15(5) -> 9(4) -> 31(4) -> 13(6) -> 22(9) -> 17(1) -> 8(2) -> 23(9) -> 50(9) -> 26(8) -> 22(
9) -> 49(8) -> 17(4) -> 7(1)
Vertex[26] -> 46(4) -> 44(1) -> 43(8) -> 49(6) -> 9(5) -> 37(10) -> 29(3) -> 2(5) -> 48(4) -> 25(8) -> 8(10) -> 24(6) -> 11(2)
Vertex[27] -> 42(8) -> 15(1) -> 22(1) -> 23(7) -> 5(10) -> 9(1) -> 38(8) -> 18(7) -> 31(6) -> 41(5) -> 3(4) -> 13(6) -> 1(2) -> 10(4)
Vertex[28] -> 34(6) -> 44(7) -> 19(1) -> 42(5) -> 14(10) -> 29(3) -> 16(8) -> 19(2) -> 33(7) -> 49(7) -> 8(2) -> 11(8) -> 45(5) -> 32(2) -> 47(6) -> 23(3) -> 45(10) ->
31(5) -> 5(9) -> 38(2) -> 6(4) -> 21(3)
Vertex[29] -> 13(5) -> 32(2) -> 3(10) -> 42(8) -> 28(3) -> 49(4) -> 3(10) -> 19(7) -> 33(2) -> 24(4) -> 14(1) -> 26(3) -> 12(5) -> 16(4) -> 48(10) -> 30(3) -> 38(2) ->
2(1) -> 11(5)
Vertex[30] -> 6(9) -> 40(6) -> 49(8) -> 16(3) -> 14(7) -> 3(9) -> 33(9) -> 49(7) -> 36(4) -> 25(8) -> 2(3) -> 14(5) -> 21(6) -> 13(2) -> 37(7) -> 40(4) -> 18(4) -> 38(
3) -> 19(9) -> 29(3)
Vertex[31] -> 43(8) -> 45(8) -> 38(2) -> 41(2) -> 34(10) -> 37(2) -> 33(4) -> 25(4) -> 13(2) -> 27(6) -> 5(4) -> 28(5) -> 2(4) -> 5(8) -> 7(10) -> 9(4)
Vertex[32] -> 47(7) -> 40(2) -> 29(2) -> 11(6) -> 13(10) -> 45(1) -> 37(9) -> 22(3) -> 11(10) -> 5(3) -> 28(2) -> 36(5) -> 16(6) -> 16(2) -> 37(1) -> 18(5) -> 15(10) ->
17(10) -> 42(5) -> 15(9) -> 12(2)
Vertex[33] -> 38(9) -> 14(8) -> 9(2) -> 36(1) -> 31(4) -> 42(3) -> 35(7) -> 30(9) -> 15(9) -> 28(7) -> 17(10) -> 20(3) -> 29(2) -> 24(1) -> 12(7) -> 47(7) -> 6(6) -> 4
2(6)
Vertex[34] -> 21(9) -> 28(6) -> 3(4) -> 31(10) -> 47(5) -> 37(10) -> 37(4) -> 45(10) -> 38(1) -> 37(8) -> 22(5) -> 36(9) -> 43(7) -> 24(3) -> 35(3) -> 46(7) -> 4(3) ->
3(6) -> 50(5) -> 22(5)
Vertex[35] -> 24(3) -> 37(6) -> 38(10) -> 16(3) -> 13(2) -> 3(4) -> 33(7) -> 36(8) -> 41(1) -> 15(10) -> 8(5) -> 3(6) -> 17(2) -> 16(6) -> 4(9) -> 34(3) -> 44(4) -> 41
(8) -> 19(9) -> 5(8)
Vertex[36] -> 5(4) -> 33(1) -> 3(9) -> 20(10) -> 25(9) -> 43(2) -> 11(8) -> 46(2) -> 37(5) -> 35(8) -> 16(9) -> 34(9) -> 39(7) -> 30(4) -> 6(6) -> 32(5) -> 13(9) -> 48
(2) -> 21(6) -> 2(8) -> 40(5) -> 24(5) -> 16(10)
Vertex[37] -> 9(2) -> 35(6) -> 31(2) -> 14(10) -> 5(2) -> 32(9) -> 34(10) -> 34(4) -> 34(8) -> 36(5) -> 6(8) -> 38(4) -> 46(9) -> 49(4) -> 4(2) -> 20(10) -> 26(10) ->
6(7) -> 40(8) -> 49(9) -> 17(8) -> 30(7) -> 32(1) -> 39(5) -> 7(4)
Vertex[38] -> 31(2) -> 33(9) -> 49(6) -> 35(10) -> 34(1) -> 39(10) -> 24(2) -> 37(4) -> 27(8) -> 50(8) -> 47(5) -> 1(1) -> 12(3) -> 22(7) -> 4(8) -> 4(1) -> 28(2) -> 3
0(3) -> 29(2) -> 12(5)
Vertex[39] -> 21(8) -> 22(7) -> 38(10) -> 46(8) -> 1(6) -> 6(3) -> 36(7) -> 47(4) -> 3(10) -> 1(9) -> 21(9) -> 41(2) -> 18(2) -> 22(4) -> 15(5) -> 37(5) -> 16(6)
Vertex[40] -> 10(4) -> 32(2) -> 30(6) -> 50(6) -> 47(4) -> 6(6) -> 1(6) -> 24(4) -> 41(1) -> 37(8) -> 36(5) -> 30(4) -> 19(2) -> 45(7)
Vertex[41] -> 8(5) -> 15(3) -> 15(5) -> 31(2) -> 5(3) -> 18(5) -> 49(4) -> 18(2) -> 25(3) -> 12(5) -> 2(8) -> 35(1) -> 11(8) -> 19(6) -> 22(10) -> 15(6) -> 39(2) -> 40
(1) -> 18(3) -> 13(7) -> 35(8) -> 27(5) -> 23(6) -> 48(7) -> 6(10) -> 6(6) -> 6(1) -> 16(10) -> 14(5)
Vertex[42] -> 27(8) -> 5(6) -> 10(9) -> 21(10) -> 20(3) -> 29(8) -> 20(9) -> 25(8) -> 28(5) -> 33(3) -> 8(10) -> 49(7) -> 2(2) -> 18(7) -> 43(3) -> 33(6) -> 32(5)
Vertex[43] -> 31(8) -> 26(8) -> 3(4) -> 13(5) -> 36(2) -> 34(7) -> 9(4) -> 42(3) -> 17(8) -> 1(5) -> 16(8) -> 21(6) -> 1(4) -> 17(2) -> 3(6) -> 17(3)
Vertex[44] -> 13(10) -> 15(9) -> 21(6) -> 48(10) -> 26(1) -> 28(7) -> 49(8) -> 20(6) -> 49(7) -> 18(7) -> 35(4) -> 1(5) -> 19(1) -> 3(6) -> 24(7) -> 50(8)
Vertex[45] -> 31(8) -> 32(1) -> 5(4) -> 34(10) -> 18(3) -> 22(6) -> 28(5) -> 28(10) -> 15(4) -> 40(7)
Vertex[46] -> 26(4) -> 9(9) -> 5(6) -> 49(1) -> 6(4) -> 15(4) -> 4(9) -> 36(2) -> 39(8) -> 21(9) -> 37(9) -> 7(8) -> 34(7) -> 7(3)
Vertex[47] -> 48(1) -> 32(7) -> 8(10) -> 8(10) -> 5(3) -> 2(2) -> 18(2) -> 7(8) -> 34(5) -> 40(4) -> 24(6) -> 3(7) -> 23(1) -> 39(4) -> 2(1) -> 14(2) -> 38(5) -> 21(7)
-> 28(6) -> 4(4) -> 9(6) -> 33(7) -> 23(1) -> 4(4)
Vertex[48] -> 47(1) -> 12(1) -> 44(10) -> 5(5) -> 7(1) -> 12(8) -> 23(10) -> 14(4) -> 6(9) -> 16(1) -> 11(5) -> 16(4) -> 18(2) -> 1(5) -> 1(2) -> 36(2) -> 4(7) -> 19(1
) -> 21(2) -> 22(1) -> 8(1) -> 26(4) -> 41(7) -> 23(5) -> 29(10)
Vertex[49] -> 1(4) -> 7(8) -> 17(3) -> 38(6) -> 30(8) -> 25(6) -> 4(2) -> 41(4) -> 44(8) -> 26(6) -> 46(1) -> 11(7) -> 3(1) -> 19(2) -> 29(4) -> 42(7) -> 6(8) -> 28(7)
-> 30(7) -> 10(4) -> 44(7) -> 2(8) -> 5(5) -> 37(4) -> 37(9) -> 22(3) -> 17(4) -> 25(8)
Vertex[50] -> 8(9) -> 18(3) -> 22(7) -> 40(6) -> 7(4) -> 8(8) -> 38(8) -> 20(4) -> 14(10) -> 25(9) -> 34(5) -> 44(8)

...Program finished with exit code 0
Press ENTER to exit console.
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