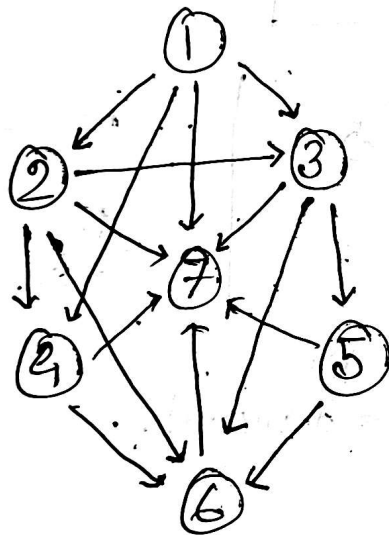
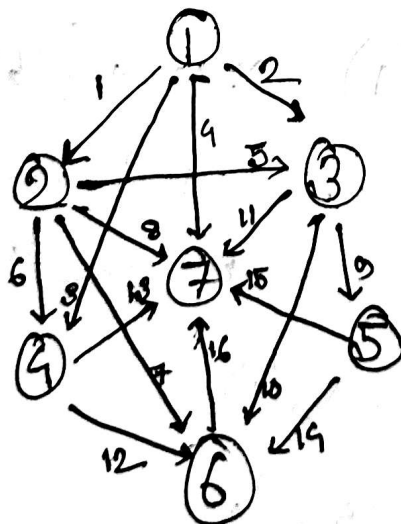


Undirected



directed



directed + weighted