

Working with the console

The console is a tool to work with graphs by entering commands rather than by clicking the mouse buttons. This is especially convenient if you want to create large subgraphs with a regular pattern.

By default, the console is the frame below the main frame with the graph. Here, in the bottom line, you can enter commands just like in a terminal.

Lists

The objects you work with are lists: lists of vertices and lists of edges. We concentrate on vertex lists in this manual, edge lists behave similarly. Where appropriate, we point out the differences.

The lists are used to connect them later.

example[Running example] For example, if one wants to create a perfect matching with 50 edges, one way to do that in Gralog is to create two disjoint lists of vertices and then connect them by drawing an edge from vertex i in the first list to vertex i in the second list. Well, for a matching we would use a generator (see Section sec:generators), but what if we want to add edges such that already existing 100 vertices build a matching? ex:running