Algorithm 1: Graph of Triples

```
1 Function main:
       graphs \leftarrow [];
 \mathbf{2}
       inputStrings ← ["A,B,C", "D,E,F", "J,G,C", "F,H,Q", "A,I,C",
        "D,X,Q", "D,X,F", "A,M,C"];
       for str in inputStrings do
 4
          \texttt{tuple} \leftarrow \texttt{str.split(",")};
 \mathbf{5}
 6
          node1 \leftarrow tuple[0];
          node2 \leftarrow tuple[2];
 7
          {\tt edgeExistsInAllGraphs} \leftarrow {\tt true};
 8
          for graph in graphs do
 9
              if not graph.edgeExists(node1, node2) then
10
                  edgeExistsInAllGraphs \leftarrow false;
11
                  break:
12
              end
13
          end
          if edgeExistsInAllGraphs then
15
              newGraph \leftarrow Graph();
16
              newGraph.addEdge(node1, node2);
17
18
              graphs.append(newGraph);
          end
19
          else
20
              for graph in graphs do
21
                  if not graph.edgeExists(node1, node2) then
22
                      graph.addEdge(node1, node2);
23
                      break;
24
                  end
25
              end
26
          \quad \text{end} \quad
27
       end
28
       for i \leftarrow 0 to graphs.size() -1 do
29
          graph \leftarrow graphs[i];
30
          print("Graph-" + (i + 1));
31
32
          graph.printGraph();
          \mathbf{print}("Number\ of\ nodes:\ "+\mathtt{graph.numberOfNodes()});
33
          print("Number of components: " +
34
           graph.numberOfComponents());
          print();
35
       end
36
```