```
given G = (V, E) and s,t in V
n = |V|

E' = {} //empty set of edges
G' = (V, E')

toExplore = stack()
visited = [1...n] <-- FALSE

toExplore.push(s)

while toExplore is not empty {
    node = toExplore.pop()
    for each neighbor of node in G{
        E'.add_edge(node, neighbor)
        if neighbor != t and visited[neighbor] == FALSE {
            toExplore.push(neighbor)
        }
    }
    visited[node] = TRUE
}

return G'
```