

Figure 1: Using default dot filter to place nodes

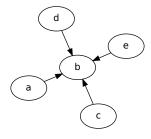


Figure 2: Using ${\tt neato}$ filter to place nodes, output will be stored in ${\tt graphviz}$ directory



Figure 3: testing shapes, scale=0.5

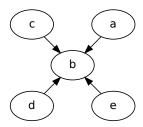


Figure 4: Using twopi filter to place nodes

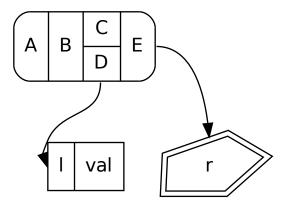


Figure 5: includedot command test

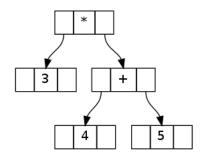


Figure 6: Output to PNG format

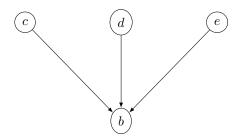


Figure 7: digraph with option output=tex, dot2tex is used for conversion

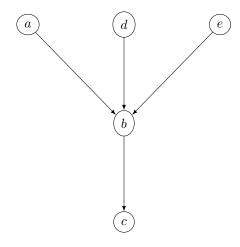


Figure 8: includedot command test

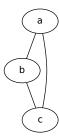


Figure 9: non-oriented diagram produced in $\operatorname{\mathsf{graph}}$ environment

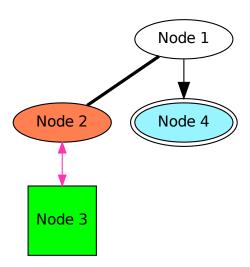


Figure 10: some colors and shapes