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# Chapter 1

## preliminaries

- The  $\mathcal{G}(n, p)$  model and generalizations to hypergraphs.
- First order language for graphs and hypergraphs.
- E.F. Games.

Escribir todo esto

## Chapter 2

# Almost sure winning conditions for Duplicator

- Classes of  $j$ -morphic trees.
- Classes of  $j$ -morphic Graphs.
- Cores and  $j$ -agreeability.
- Simplicity and richness.
- Almost sure winning strategy.