**[[1, 1, 0], [1, 1, 0], [0, 0, 1]]**

seen [False, False, False]

seen[node] False

~~len(isConnected) 3~~

node 0

neighbor 0

isConnected[node][neighbor] 1

seen[neighbor] False

True

[True, False, False]

~~len(isConnected) 3~~

node 0

neighbor 0

isConnected[node][neighbor] 1

seen[neighbor] True –runs again and finds True in seen at I 0

(node 0)

neighbor 1

isConnected[node][neighbor] 1

seen[neighbor] False

True

[True, True, False] -runs for neighbor = 1 and finds False in seen at I 1 (small loop)

~~len(isConnected) 3~~

node 1

neighbor 0

isConnected[node][neighbor] 1

seen[neighbor] True

(node 1)

neighbor 1

isConnected[node][neighbor] 1

seen[neighbor] True (small loop)

(node 1)

neighbor 2

isConnected[node][neighbor] 0

seen[neighbor] False (small loop)

(node 1)

neighbor 2

isConnected[node][neighbor] 0

seen[neighbor] False

(node 1)

neighbor 1

isConnected[node][neighbor] 1

seen[neighbor] True

(node 1)

neighbor 2

isConnected[node][neighbor] 0

seen[neighbor] False

count 1

seen[node] True

seen[node] False

~~len(isConnected) 3~~

node 2

neighbor 0

isConnected[node][neighbor] 0

seen[neighbor] True

neighbor 1

isConnected[node][neighbor] 0

seen[neighbor] True

neighbor 2

isConnected[node][neighbor] 1

seen[neighbor] False

True

[True, True, True]

~~len(isConnected) 3~~

node 2

neighbor 0

isConnected[node][neighbor] 0

seen[neighbor] True

neighbor 1

isConnected[node][neighbor] 0

seen[neighbor] True

neighbor 2

isConnected[node][neighbor] 1

seen[neighbor] True

count 2

2

seen [False, False, False]

seen[node] False

neighbor 0

isConnected[node][neighbor] 1

seen[neighbor] False

True

[True, False, False]

neighbor 0

isConnected[node][neighbor] 1

seen[neighbor] True

neighbor 1

isConnected[node][neighbor] 1

seen[neighbor] False

True

[True, True, False]

neighbor 0

isConnected[node][neighbor] 1

seen[neighbor] True

neighbor 1

isConnected[node][neighbor] 1

seen[neighbor] True

neighbor 2

isConnected[node][neighbor] 0

seen[neighbor] False

neighbor 2

isConnected[node][neighbor] 0

seen[neighbor] False

neighbor 1

isConnected[node][neighbor] 1

seen[neighbor] True

neighbor 2

isConnected[node][neighbor] 0

seen[neighbor] False

count 1

seen[node] True

seen[node] False

neighbor 0

isConnected[node][neighbor] 0

seen[neighbor] True

neighbor 1

isConnected[node][neighbor] 0

seen[neighbor] True

neighbor 2

isConnected[node][neighbor] 1

seen[neighbor] False

True

[True, True, True]

neighbor 0

isConnected[node][neighbor] 0

seen[neighbor] True

neighbor 1

isConnected[node][neighbor] 0

seen[neighbor] True

neighbor 2

isConnected[node][neighbor] 1

seen[neighbor] True

count 2

2