

Fleury's algorithm

Fleury's algorithm

1. Choose any vertex. $W_0 = v$

Fleury's algorithm

1. Choose any vertex. $W_0 = v$
2. Extend the walk by the edge avoiding a bridge if possible

Fleury's algorithm

1. Choose any vertex. $W_0 = v$
2. Extend the walk by the edge avoiding a bridge if possible
3. Keep extending until all the edges are exhausted