1. Intro. Standard input contains a list of pairs of positive integers. We set `/tmp/ez.gb` to the (undirected) graph with those edges.

```
#define maxm 10000
#include <stdio.h>
#include <stdlib.h>
#include "gb_graph.h"
#include "gb_save.h"
#include "gb_basic.h"
  unsigned int u[maxm], v[maxm];
  main( )
  {
    Graph *g;
    register int k;
    unsigned int nn;
    for (k = 0, nn = 0; k < maxm; k++) {
      if (scanf("%u␣%u", &u[k], &v[k]) ≠ 2) break;
      if (u[k] > nn) nn = u[k];
      if (v[k] > nn) nn = v[k];
    }
    if (k ≡ maxm) {
      fprintf(stderr, "Sorry,␣I␣can␣handle␣only␣%d␣edges!\n", maxm);
      exit(−1);
    }
    g = empty(nn + 1);
    for (k−−; k ≥ 0; k−−) gb_new_edge(g→vertices + u[k], g→vertices + v[k], 1);
    save_graph(g, "/tmp/ez.gb");
    printf("Created␣graph␣/tmp/ez.gb␣with␣%ld␣vertices␣and␣%ld␣edges.\n", g→n, g→m/2);
  }
```

2. Index.

EZGRAPH