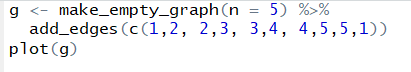
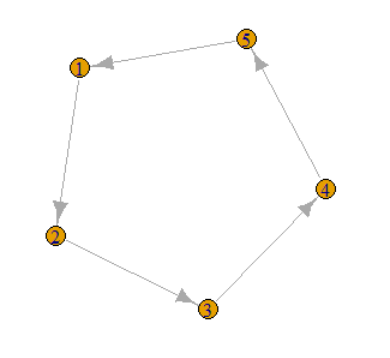
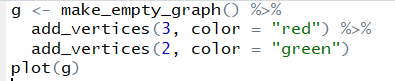
Problem 5. function in igraph

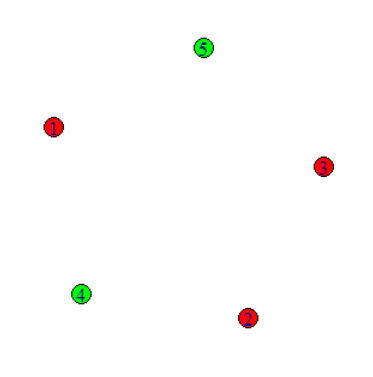
a. add\_edges{igraph}: Add edges to a graph



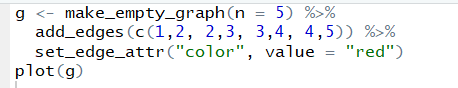


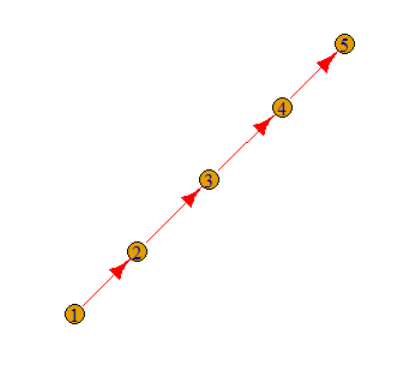
b. add\_vertices {igraph}: Add vertices to a graph





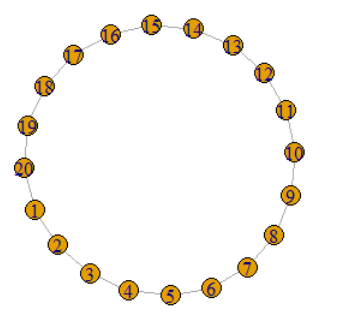
c. set\_edge\_attr {igraph} : Set edge attributes



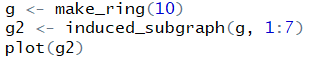


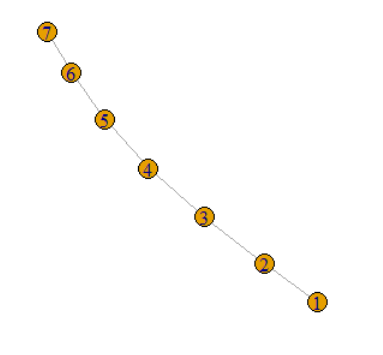
d. make\_ring {igraph}: Create a ring graph





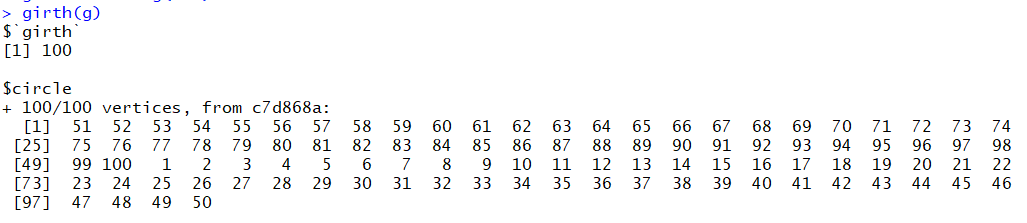
e. subgraph {igraph}: Generate subgraph of a graph



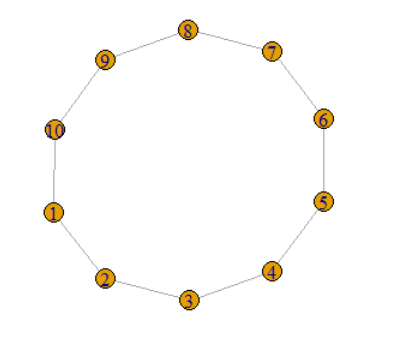


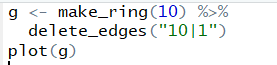
f. girth {igraph}: Get the girth of a graph

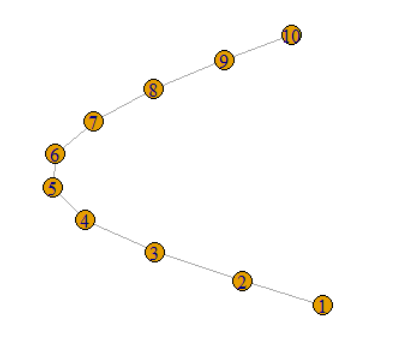




g. delete\_edges {igraph}: Delete edges from a graph

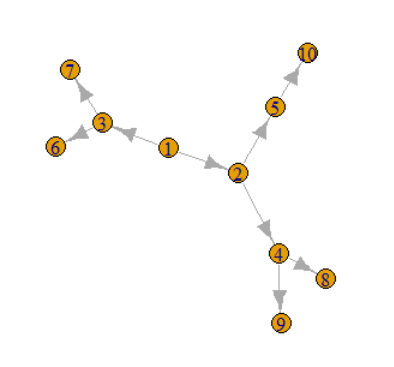






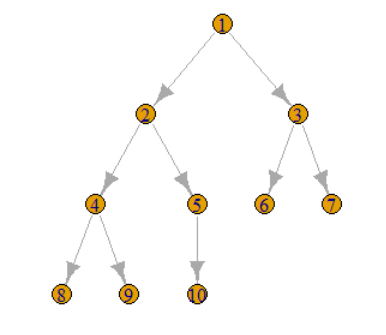
h. make\_tree {igraph}: Create tree graphs





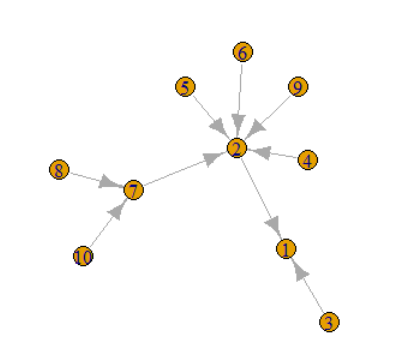
i. layout\_as\_tree {igraph} : The Reingold-Tilford graph layout algorithm





j. sample\_pa {igraph}: Generate scale-free graphs according to the Barabasi-Albert model

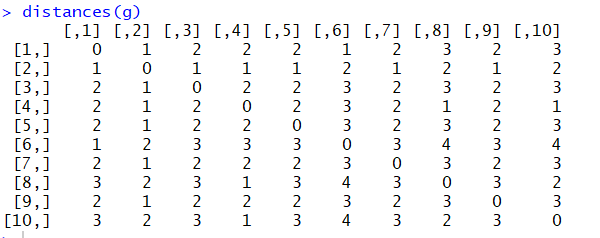




k. degree {igraph}: Degree and degree distribution of the vertices

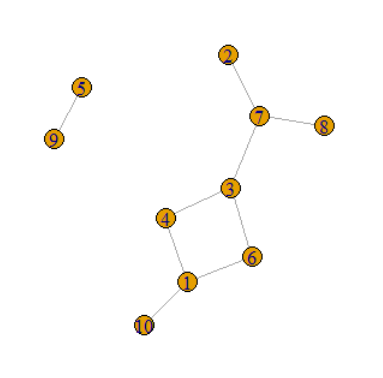


l. distance\_table {igraph}: Shortest (directed or undirected) paths between vertices



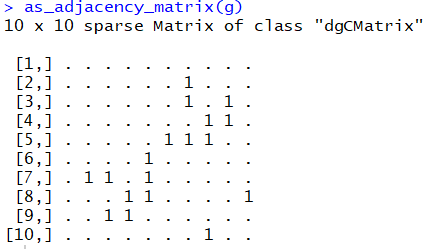
m. sample\_gnp {igraph}: Generate random graphs according to the G(n,p) Erdos-Renyi model





n. as\_adjacency\_matrix {igraph}: Convert a graph to an adjacency matrix





o. gorder {igraph}: Order (number of vertices) of a graph

