[node distance=25mm, thick] (-1.5,-1.7) node(A) [shape=circle,draw=black,fill=white]1; (-1.5,0) node(B) [shape=circle,draw=black,fill=white]2; (-1.5,0) node(B) [shape=circle,draw=black,fill=white]3; (-1.5,0) node(B) [shape=circle,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,draw=black,dr [-latex] (A) edge (B); [-latex] (B) edge (C); [-latex] (D) edge (E); [-latex] (E) edge (F); [-latex] (A) edge (D); [-latex]