

Incoming edges // directed G

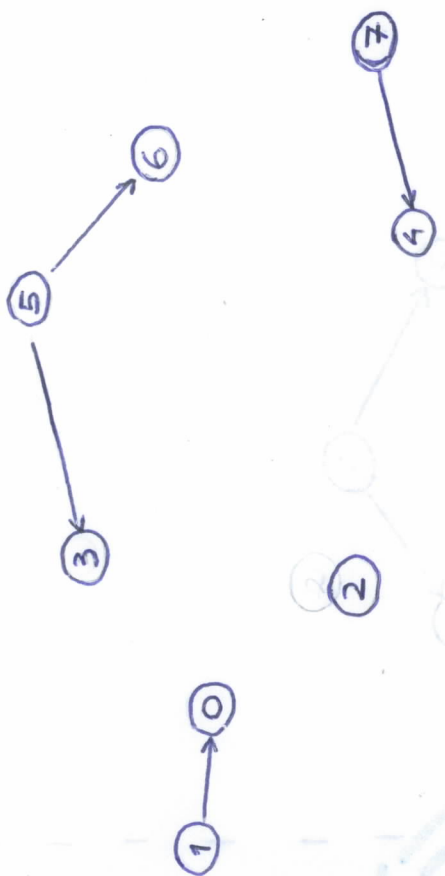
0	1	2
1		
2	1	3
3	5	0
4	7	
5		
6	5	
7		

ADJACENCY LIST

CODE



new G [cycles are eliminated]



0	1
1	
2	
3	5
4	7
5	
6	5
7	