NAME

vcgdemomaker – produces demo specifications for *vcg*

SYNOPSIS

vcgdemomaker outfile mode size

DESCRIPTION

Vcgdemomaker creates a *vcg* specification and writes it to *outfile.* The *mode* determines the kind of specification and *size* the size of the specified graph. The specification can be read and visualized by the *VCG tool.*

MODI

-unarytree generates an unary tree, i.e. a linear sequence of nodes. *size* is the number of nodes - 1, i.e. the depth of the tree.

-binarytree generates a binary tree of depth *size.* Each node has two successors.

-ternarytree generates a ternary tree of depth *size.* Each node has 3 successors.

-leveltree generates a leveled tree of depth *size.* Each node has 2 normal successors, and further a list of nodes as successors at the same level to the left and right. These lists contain at most 2 nodes, which itself are leveled trees. These trees are used to check the *nearedge* feature.

-twolevelcross generates a cross graph. This is a bipartitioned graph of connected parts of 4 nodes forming a cross. *Size* is the number of nodes and should be even. This graph is generated in an ugly format to check the algorithm of reducing of crossing in the *VCG tool.*

-allconnect generates a graph where all pairs of node form an edge. *Size* is the number of nodes. Note that if we have n nodes, we have about n*n/2 edges which is a lot. Thus it is recommended not to use this with more than 40 nodes.

-netgraph generates a regular 4-ary network of triangular shape with about *size* nodes. This mesh graph can be used to check the capacity of the tool, the view mechanism and the algorithm of reducing of crossing in the *VCG tool.*

-randomgraph
generates a randomized 4-ary network. Starting from the regular 4-ary network of triangular shape with about *size* nodes, this network is produced by creating random holes. Thus, this graph has less than *size* nodes.

-net2graph generates a regular 4-ary network of rhomboid shape with about *size* nodes.

-random2graph
generates a randomized 4-ary network. Starting from the regular 4-ary network of rhomboid shape with about *size* nodes, this network is produced by creating random holes. Thus, this graph has less than *size* nodes.

SEE ALSO

vcg(l)

BUGS

Currently, no bugs are known.

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