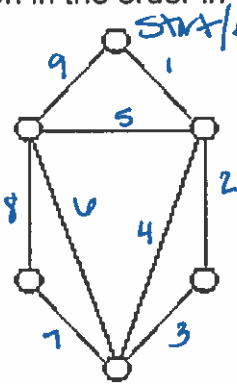


Algorithm: a set of procedural rules that, when followed, always lead to some sort of solution.

Fleury's Algorithm for Finding an Euler Circuit (Path):

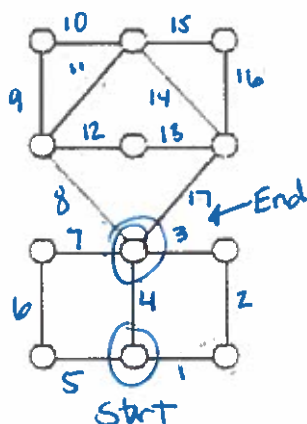
1. Ensure an Euler path or circuit exists.
2. Choose a starting vertex. (must be odd in a path)
3. With every move, never choose a bridge unless you must.
4. When you can't travel anymore, the circuit/path is complete.

1. Find an Euler circuit for the graph. Show your answer by labeling edges 1, 2, 3, and so on in the order in which they are traveled.



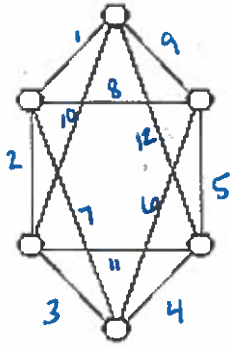
Euler Circuit

- 2.

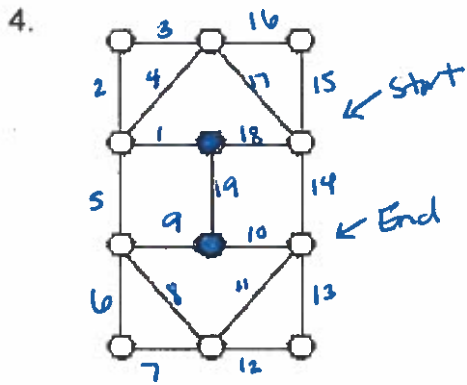


Euler Path.

3. *start/End*

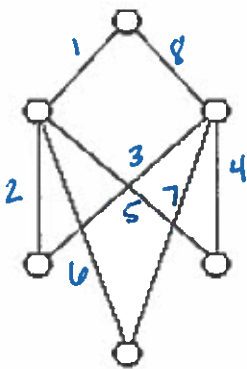


Euler Circuit



Euler Path

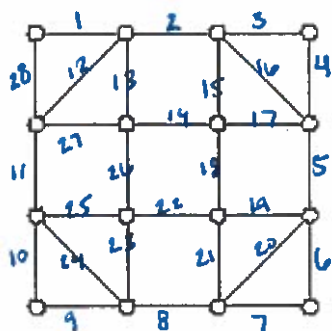
5. *start/End*



Euler Circuit

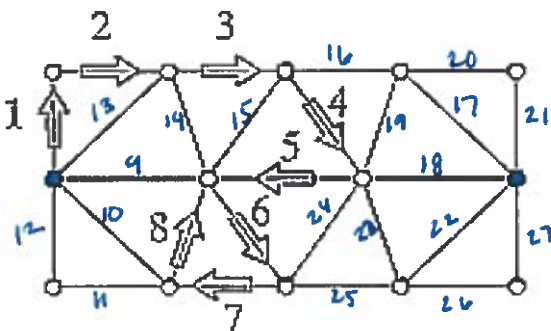
Find an Euler circuit or Euler path for the graph. Show your answer by labeling edges 1, 2, 3, and so on in the order in which they are traveled.

1.



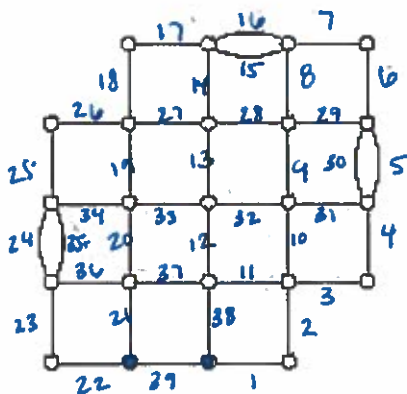
Euler Circuit

2.



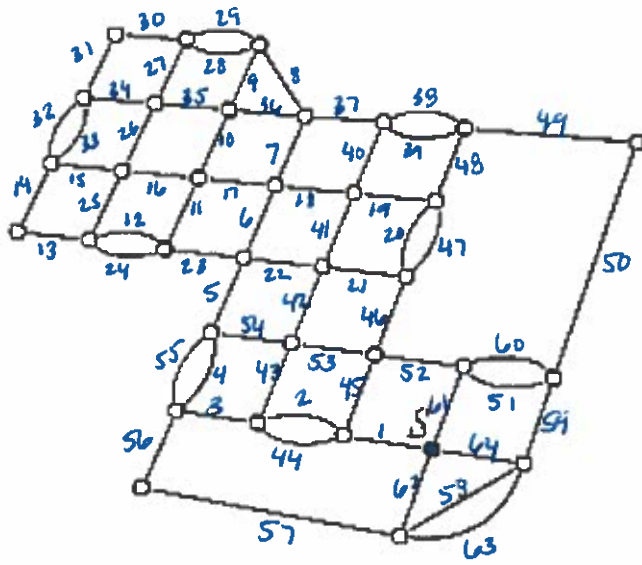
Path

3.



Path

4.



Circuit