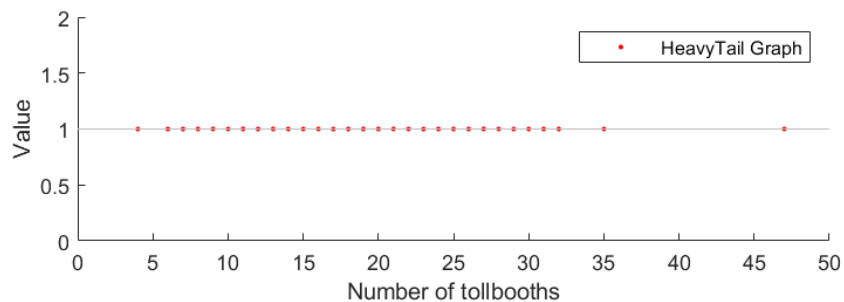
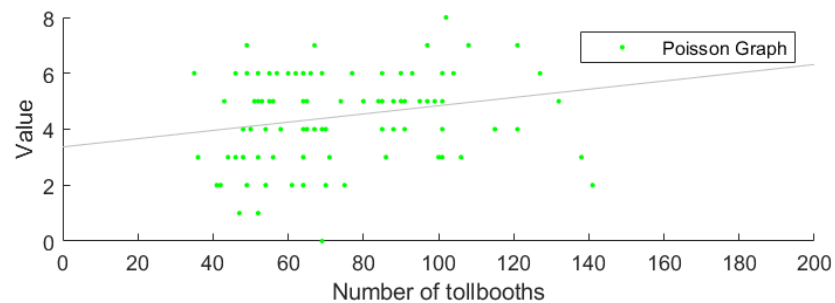
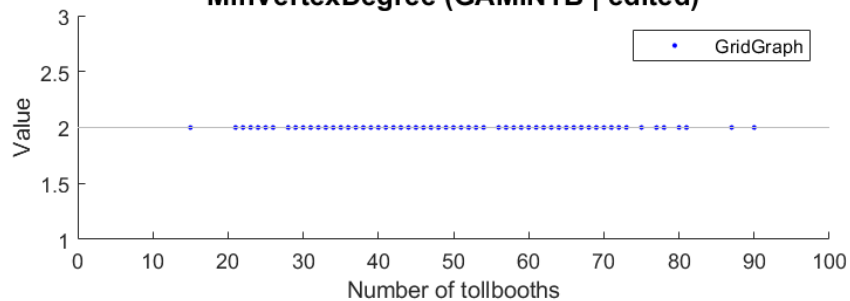


MinVertexDegree (GAMINTB | edited)



MinVertexDegree (MINTB | edited)

