EXAMPLE 5 **Complete Graphs** A **complete graph on n vertices**, denoted by K_n, is a simple graph that contains exactly one edge between each pair of distinct vertices. The graphs K_n, for $n = 1, 2, 3, 4, 5, 6$, are displayed in Figure 3. A simple graph for which there is at least one pair of distinct vertex not connected by an edge is called **noncomplete**. ◀

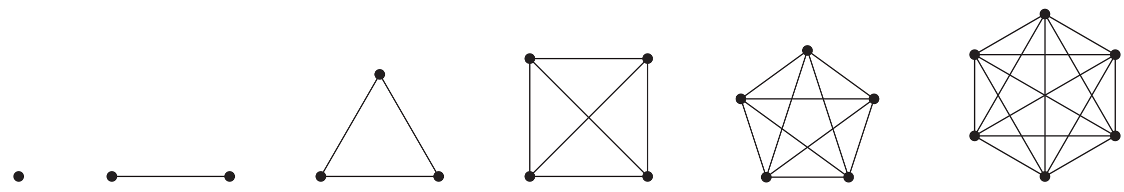

FIGURE 3 **The Graphs K_n for $1 \leq n \leq 6$.**

EXAMPLE 6 **Cycles** A **cycle C_n**, $n \geq 3$, consists of n vertices $v_1, v_2, \ldots, v_n$ and edges $\{v_1, v_2\}$, $\{v_2, v_3\}, \ldots, \{v_{n-1}, v_n\}$, and $\{v_n, v_1\}$. The cycles C_3, C_4, C_5, and C_6 are displayed in Figure 4. ◀

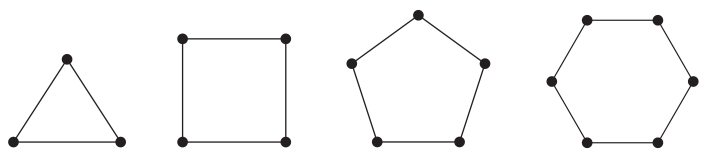

FIGURE 4 **The Cycles C_3, C_4, C_5, and C_6.**

EXAMPLE 7 **Wheels** We obtain a **wheel W_n** when we add an additional vertex to a cycle C_n, for $n \geq 3$, and connect this new vertex to each of the n vertices in C_n, by new edges. The wheels W_3, W_4, W_5, and W_6 are displayed in Figure 5. ◀

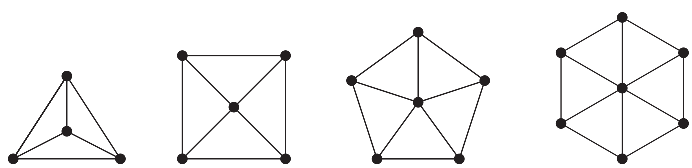

FIGURE 5 **The Wheels W_3, W_4, W_5, and W_6.**

EXAMPLE 8 ***n*-Cubes** An ***n*-dimensional hypercube**, or ***n*-cube**, denoted by Q_n, is a graph that has vertices representing the 2^n bit strings of length n. Two vertices are adjacent if and only if the bit strings that they represent differ in exactly one bit position. We display Q_1, Q_2, and Q_3 in Figure 6.

Note that you can construct the $(n + 1)$-cube Q_{n+1} from the n-cube Q_n by making two copies of Q_n, prefacing the labels on the vertices with a 0 in one copy of Q_n and with a 1 in the other copy of Q_n, and adding edges connecting two vertices that have labels differing only in the first bit. In Figure 6, Q_3 is constructed from Q_2 by drawing two copies of Q_2 as the top and bottom faces of Q_3, adding 0 at the beginning of the label of each vertex in the bottom face and 1 at the beginning of the label of each vertex in the top face. (Here, by *face* we mean a face of a cube in three-dimensional space. Think of drawing the graph Q_3 in three-dimensional space with copies of Q_2 as the top and bottom faces of a cube and then drawing the projection of the resulting depiction in the plane.) ◀