**Use Fleury's Algorithm to find possible Euler paths**

A graph having an Euler path must contain exactly two odd vertices. We can apply the Fleury's algorithm as follows:

1. Pick an odd vertex as a starting point.
2. Marking your path as you move from vertex to vertex, travel along any edges you wish except, DO NOT travel along an edge that is a bridge for the graph formed by the EDGES THAT HAVE YET TO BE TRAVELED-- unless you have to.
3. Continue until you return to the other odd vertex.

