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In[1]:= n = 3;
        roznica[a_, b_] := Length[Select[Range[Length[a]], Not[a[[#]] == b[[#]]] &]]

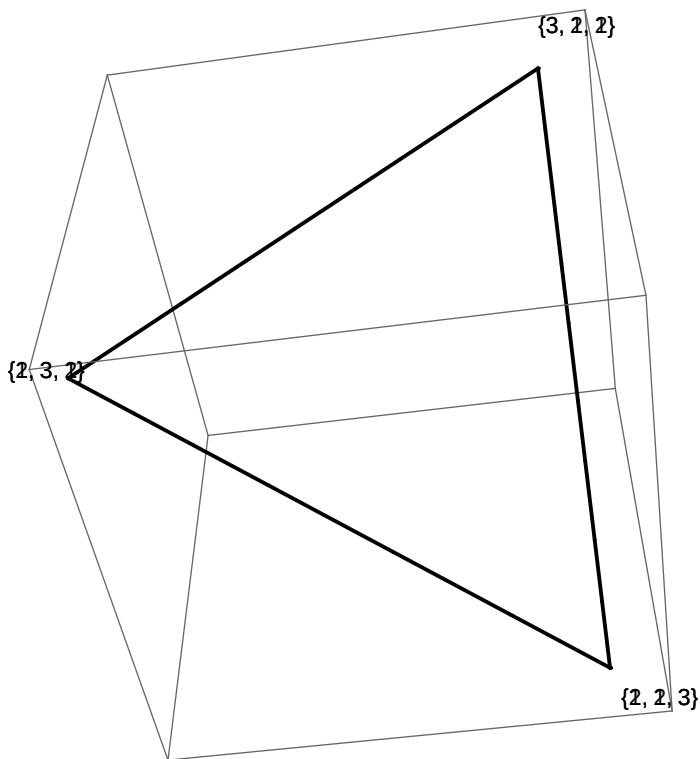
In[3]:= wierzcholki = Permutations[Range[n]]
        krawedzie =
        Select[Subsets[Permutations[Range[n]], {2}], roznica[#[[1]], #[[2]]] == 2 &]

Out[3]= {{1, 2, 3}, {1, 3, 2}, {2, 1, 3}, {2, 3, 1}, {3, 1, 2}, {3, 2, 1}}

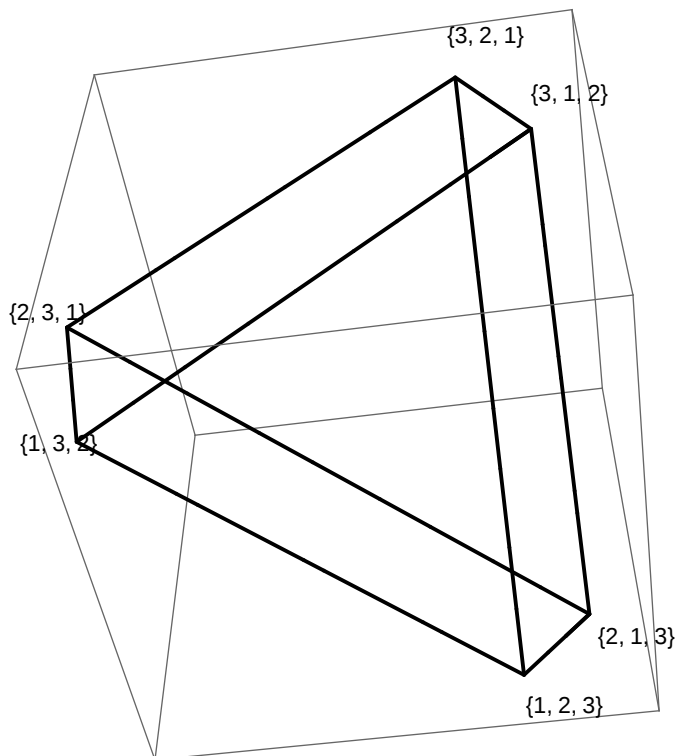
Out[4]= {{{1, 2, 3}, {1, 3, 2}}, {{1, 2, 3}, {2, 1, 3}}, {{1, 2, 3}, {3, 2, 1}},
        {{1, 3, 2}, {2, 3, 1}}, {{1, 3, 2}, {3, 1, 2}}, {{2, 1, 3}, {2, 3, 1}},
        {{2, 1, 3}, {3, 1, 2}}, {{2, 3, 1}, {3, 2, 1}}, {{3, 1, 2}, {3, 2, 1}}}

In[5]:= momentpoly[x_, y_] := (gg[u_] := If[u == 1, x + y, If[u == 2, y, 0]]);
        f[a_] := Table[gg[u], {u, a}];
        odcinek[a_] := Graphics3D[{Thick, Line[{f[a[[1]]], f[a[[2]]]}]}];
        podpis[pt_] := Graphics3D[Text[Style[pt, Medium, Black], 1.1 f[pt]]];
        Show[
        Union[Table[odcinek[a], {a, krawedzie}], Table[podpis[pt], {pt, wierzcholki}]]]
Do[Print["Polaryzacja", {k, 6 - k}];
  Print[momentpoly[k, 6 - k]];
  Print[" "], {k, 0, 6}]
Polaryzacja{0, 6}

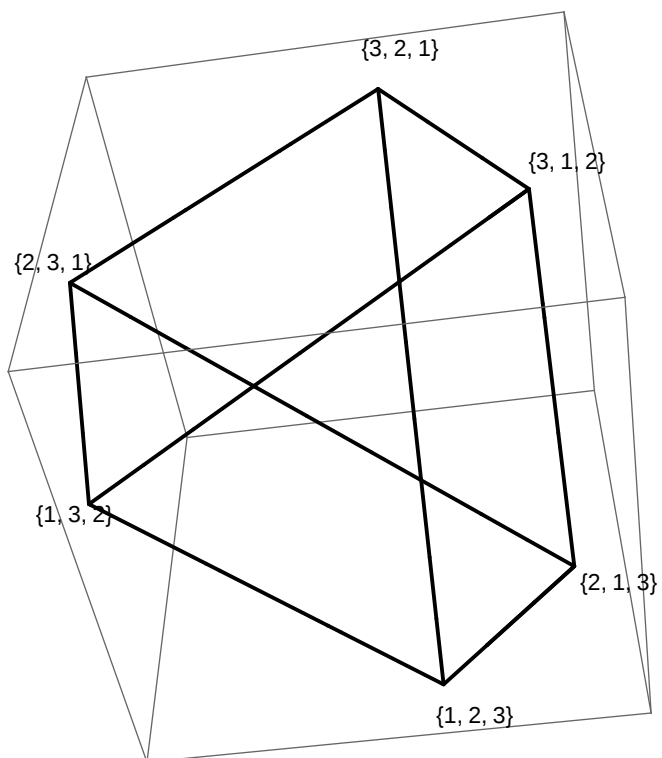
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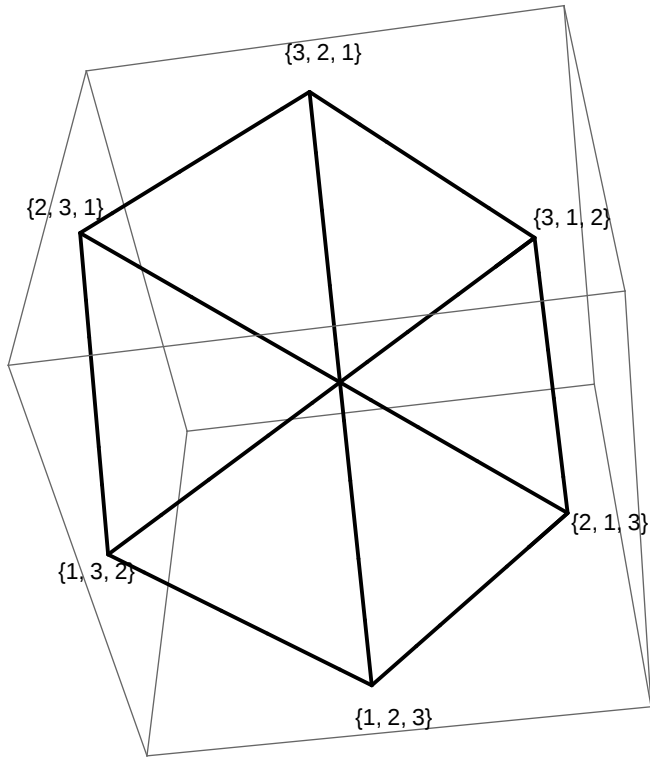
Polaryzacja{1, 5}



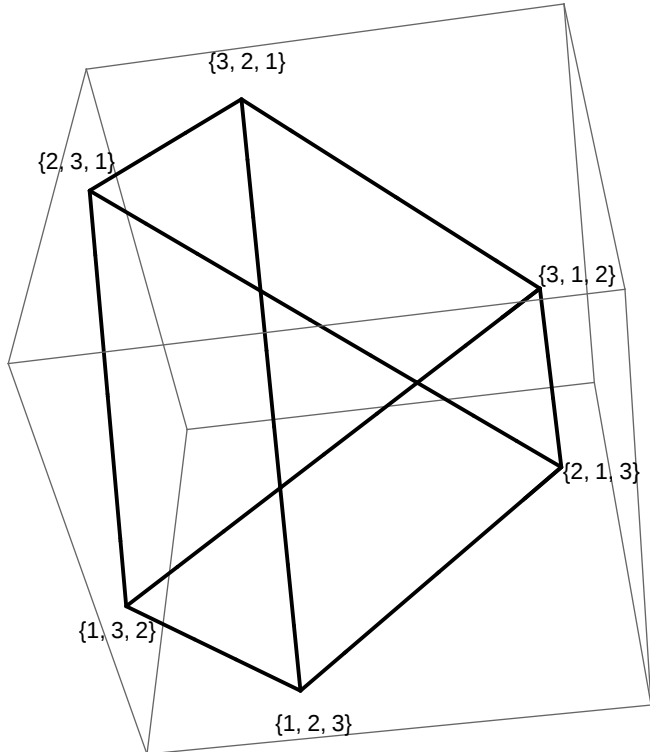
Polaryzacja{2, 4}



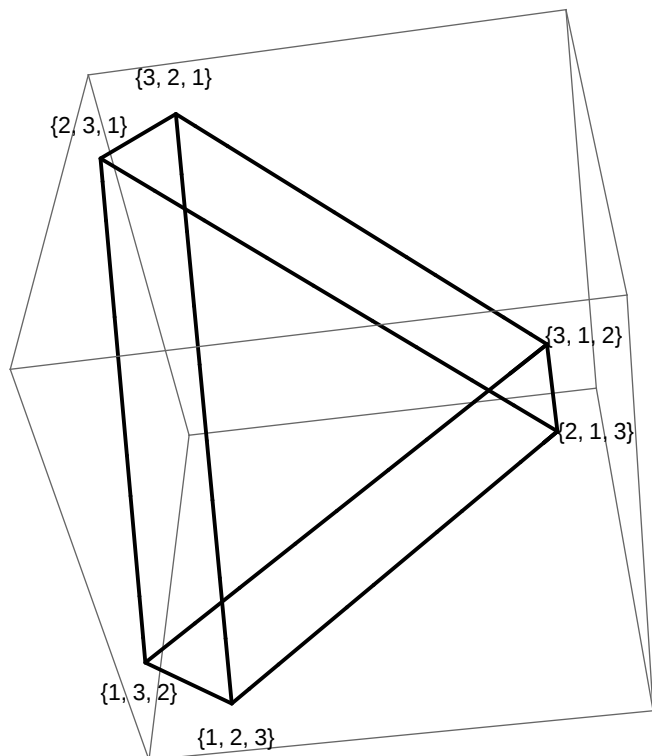
Polaryzacja{3, 3}



Polaryzacja{4, 2}



Polaryzacja{5, 1}



Polaryzacja {6, 0}

