SUMMARY – The purpose of this paper is to discuss methods of visualization and the reorganization of not directed, not weighted, coherent graphs on a plane. Shows two algorithms that are implemented using created software - Graph Visualizer. The application is designed to put vertex of specified graph in the most readable form. As the main criteria assumed the smallest number of intersections and even and symmetrical arrangement of vertices. The software also allows interactively create and modify graph by user. At work shows a comparison of the two algorithms, the differences between them, and they typical applications.

Keywords: Graph theory, graphs reorganization, graphs visualization, social networks, user defined data types CLR, Fruchterman- Reingold algorithm, radial algorithm, object-oriented programming in databases.