TrP1:=Transversal(P1,B);

TrP2:=Transversal(P2,B);

TrP3:=Transversal(P3,B);

NeighboursofB:=[TrP1[2],TrP1[3], TrP2[2],TrP2[3], TrP3[2],TrP3[3]];

for i:=1 to #DB do

if DB[i] in P1 then a:=i;end if;end for;

for i:=1 to #DB do

if DB[i] in P2 then b:=i;end if;end for;

for i:=1 to #DB do

if DB[i] in P3 then c:=i;end if;end for;

Neighbours:=[ ];Neighbours[1]:=[a,a,b,b,c,c];

BorbitsDiscs:=[];BorbitsDiscs[1]:={a,b,c};

Done:={1} join BorbitsDiscs[1];

Left:={x: x in [1..#DB]};

while #Done ne #DB do

l:=#BorbitsDiscs;l;

sum:=0;for c in BorbitsDiscs[l] do sum:=sum + Index(B,B meet B^DB[c]);end

for;sum;

#BorbitsDiscs[l];

for j in BorbitsDiscs[l] do temp:=[ ];

for i:=1 to #NeighboursofB do temp:=Append(temp,NeighboursofB[i]\*DB[j]);

end for;

temp1:=[ ];

for k:=1 to #temp do g:=temp[k];

Trg:=Transversal(B,B meet B^g);

flag:=false;

for m in Left do h:=DB[m];

for n:=1 to #Trg do

if g\*Trg[n]\*h^-1 in B then temp1[k]:=m;flag:=true;break;end if;

end for;

if flag eq true then break;end if;

end for;

end for;

Neighbours[j]:=temp1;

end for;

temp2:={ };

for j in BorbitsDiscs[l] do

temp2:= temp2 join{x: x in Neighbours[j]};

end for;

if l eq 1 then BorbitsDiscs[l+1]:=temp2 diff (BorbitsDiscs[l] join

{1});end if;

if l ne 1 then BorbitsDiscs[l+1]:=temp2 diff (BorbitsDiscs[l] join

BorbitsDiscs[l-1]);end if;

Done:=Done join BorbitsDiscs[l+1];

if l eq 1 then Left:=Left diff {1};end if;

if l ne 1 then Left:=Left diff BorbitsDiscs[l-1];end if;

end while;

d:=#BorbitsDiscs;

Left:=BorbitsDiscs[d] join BorbitsDiscs[(d-1)];

for j in BorbitsDiscs[d] do temp:=[ ];

for i:=1 to #NeighboursofB do temp:=Append(temp,NeighboursofB[i]\*DB[j]);

end for;

temp1:=[ ];

for k:=1 to #temp do g:=temp[k];

Trg:=Transversal(B,B meet B^g);

flag:=false;

for m in Left do h:=DB[m];

for n:=1 to #Trg do

if g\*Trg[n]\*h^-1 in B then temp1[k]:=m;flag:=true;break;end if;

end for;

if flag eq true then break;end if;

end for;

end for;

Neighbours[j]:=temp1;

end for;

sum:=0;for c in BorbitsDiscs[13] do sum:=sum + Index(B,B meet B^DB[c]);end

for;sum;

#BorbitsDiscs[13];