1. Draw the given graph.

2. Check the degree of each vertex. If any vertex has a degree less than 2 or more than 2, the graph cannot be drawn with a single stroke. Otherwise, proceed to the next step.

3. Start at any vertex with an odd degree and end at any other vertex with an odd degree. This is known as an Eulerian path.

4. If the graph has exactly 2 vertices with odd degree, then the path can start and end at these vertices. Otherwise, select a vertex with odd degree and mark it as started. Choose an unmarked neighbor with odd degree and mark it as visited. Repeat this process until all vertices with odd degree are marked as visited. Then connect the starting vertex with the ending vertex to form a closed path.

5. If the graph is connected, then there exists an Eulerian path. If the graph is not connected, then there exists an Eulerian circuit in each connected component.

6. Check if the graph has an Eulerian circuit. If it does, then the graph can be drawn with a single stroke. Otherwise, it cannot be drawn with a single stroke.