

Wiki Game

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1 Problem Statement



Six Degrees of Wikipedia: Example

The **Wiki Game** is a hypertextual game designed to work specifically with Wikipedia. Player starts on some randomly selected article, and must navigate to another preselected target article solely by clicking links within each article. The goal is to arrive at the target article in the fewest clicks. According to Six degrees of Wikipedia, you can almost always complete the game in 6 clicks.

The Wikipedia database can be modelled as an unweighted, directed graph where each article corresponds to a vertex. It is important to note that the graph can contain cycles. Your goal is to efficiently determine whether it is possible to navigate from the source article to the target article within a maximum path length of 6.



2 Input

The first line of input contains an integer *T* ($1 \le T \le 20$), the number of test cases.

In each test case, the first line contains two space-separated integers n ($2 \le n \le 1,000$) and m ($1 \le m \le 4,000$), the number of vertices and edges respectively. The next m lines describe the graph. The i^{th} line contains two space-separated integers u_i , v_i ($0 \le u_i \ne v_i < n$), meaning there exists a path from u_i to v_i . The last line contains two space-separated integers src, dst ($0 \le src \ne dst < n$), the source and target vertices.

3 Output

Output should have *T* lines. Each line prints **YES** if there exists a path from *src* to *dst* within a path length of 6, or **NO** otherwise. Remember to print them in upper-case.

Sample Input	Sample Output
2	YES
76	NO
0 1	
1 2	
2 3	
3 4	
4 5	
5 6	
0 6	
10 7	
0 1	
10	
0 2	
0 4	
18	
8 1	
98	
09	

4 Sample

5 Explanation

In the first test case, there exists a path $0 \rightarrow 1 \rightarrow 2 \rightarrow 3 \rightarrow 4 \rightarrow 5 \rightarrow 6$ of length 6, so the answer is **YES**.

In the second test case, there is no path from 0 to 9 so the answer is **NO**. There is a path of length 3 from 9 to 0, but the graph is directed so it does not count.