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In [1]: graph structure = {
            'V1': ['V2', 'V3'],
            'V2': ['V1', 'V3', 'V4'],
            'V3': ['V1', 'V2', 'V5'],
            'V4': ['V2', 'V5'],
            'V5': ['V3', 'V4'],
        node list = list(graph structure.keys())
        matrix size = len(node list)
        node to index = {node: index for index, node in enumerate(node list)}
        adjacency matrix = [[0] * matrix size for in range(matrix size)]
        for node, connected nodes in graph structure.items():
            for connected node in connected nodes:
                adjacency_matrix[node_to_index[node]][node_to index[connected node]] = 1
        edge list = []
        for node, connections in graph structure.items():
            for connection in connections:
                if {node, connection} not in edge list:
                    edge list.append({node, connection})
        total edges = len(edge list)
        incidence matrix = [[0] * total edges for in range(matrix size)]
        for edge index, edge in enumerate(edge list):
            for node in edge:
                incidence matrix[node to index[node]][edge index] = 1
        node degrees = [sum(line) for line in adjacency matrix]
        for node, degree in zip(node list, node degrees):
            print(f"Node {node} is connected to {degree} edges.")
        max degree nodes = [node for node, degree in zip(node list, node degrees) if degree == max(node degrees)]
        min degree nodes = [node for node, degree in zip(node list, node degrees) if degree == min(node degrees)]
        print("Maximum connected nodes:", max degree nodes)
        print("Minimum connected nodes:", min degree nodes)
        degree groups = {}
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for node, degree in zip(node list, node degrees):
    if degree not in degree groups:
        degree groups[degree] = []
    degree groups[degree].append(node)
for degree, nodes with same degree in degree groups.items():
    if len(nodes with same degree) > 1:
        print(f"Nodes with {degree} connections: {nodes with same degree}")
def find shortest path(start node, end node):
    unvisited = set(node list)
    shortest distances = {node: float('inf') for node in node list}
    shortest distances[start node] = 0
    while unvisited:
        current = min(unvisited, key=lambda node: shortest distances[node])
        unvisited.remove(current)
        for adjacent index, is connected in enumerate(adjacency matrix[node to index[current]]):
            if is connected and node list[adjacent index] in unvisited:
                new distance = shortest distances[current] + 1
                if new distance < shortest distances[node list[adjacent index]]:</pre>
                    shortest distances[node list[adjacent index]] = new distance
        if current == end node:
            break
    return shortest distances[end node]
print("Shortest distance from V1 to V5:", find shortest path('V1', 'V5'))
def compute mst():
    edges in mst = []
    in_mst = {node: False for node in node list}
    cheapest_edge_to_node = {node: float('inf') for node in node list}
    parent node = {node: None for node in node list}
    cheapest edge to node[node list[0]] = 0
    while len(edges in mst) < matrix size - 1:</pre>
        next node = min((node for node in node list if not in mst[node]), key=lambda node: cheapest edge to node[node])
        in mst[next node] = True
        if parent node[next node]:
            edges in mst.append((parent node[next node], next node))
        for adjacent node in node list:
            if adjacency matrix[node to index[next node]][node to index[adjacent node]] and not in mst[adjacent node] and \
               adjacency matrix[node to index[next node]][node to index[adjacent node]] < cheapest edge to node[adjacent node]
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