#include<bits/stdc++.h>

using namespace std;

void addEdge(int x, int y, int w, vector<vector<pair<int,int> > > &v){

v[x].push\_back(make\_pair(y,w));

v[y].push\_back(make\_pair(x,w));

}

void print(vector<vector<pair<int,int> > > &graph){

for(int i=0;i<graph.size();i++){

cout<<i<<"->";

// pair<int,int> end = x.second;

// cout<<start<<"->";

for(auto it: graph[i]){

cout<<it.first<<" "<<it.second<<",";

}

cout<<endl;

}

}

bool hasPath(vector<vector<pair<int,int> > > &graph, int src, int dest, vector<bool> visited){

if(src==dest){

return true;

}

visited[src] = true;

for(auto it: graph[src]){

if(visited[it.first]==false){

bool hasPathNode = hasPath(graph,it.first,dest,visited);

if(hasPathNode){

return true;

}

}

}

return false;

}

int main(){

int n,e;

cin>>n>>e;

vector<vector<pair<int,int> > > graph;

vector<bool> visited(n);

graph.resize(n);

while(e--){

int x,y,w;

cin>>x>>y>>w;

addEdge(x,y,w,graph);

}

int src,dest;

cin>>src>>dest;

// print(graph);

if(hasPath(graph,src,dest,visited)){

cout<<"true"<<endl;

}

else{

cout<<"false"<<endl;

}

}