Java

```java
class Graph {

    public Graph(int n, int[][] edges) {

    }

    public void addEdge(int[] edge) {

    }

    public int shortestPath(int node1, int node2) {

    }
}
```

JavaScript

```javascript
/**
 * @param {number} n
 * @param {number[][]} edges
 */
var Graph = function(n, edges) {

};

/**
 * @param {number[]} edge
 * @return {void}
 */
Graph.prototype.addEdge = function(edge) {

};

/**
 * @param {number} node1
 * @param {number} node2
 * @return {number}
 */
Graph.prototype.shortestPath = function(node1, node2) {

};
```

C++

```cpp
class Graph {
public:
```

```
    Graph(int n, vector<vector<int>>& edges) {

    }

    void addEdge(vector<int> edge) {

    }

    int shortestPath(int node1, int node2) {

    }
};
```
