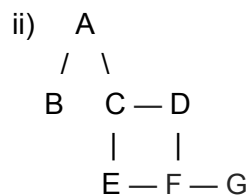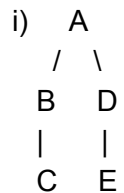**AjiraNet**

Ajira needs you to develop a very *simple* local network for communication-related purposes.

- The network will consist of computers connected to each other using a wire.
- Wires between computers can transfer information both ways.
- When information must be transferred between two computers and if there is no direct connection between two computers, it must be transferred from computer to computer until it reaches the destination computer.

Examples of networks are given below.

*(Computers below are identified using alphabet names (A, B, C, etc) and the wires are represented using '|',' —' and '/')*

```
i)   A
    /  \
   B    D
   |    |
   C    E
```

```
ii)   A
     /  \
    B    C — D
         |    |
         E — F — G
```

These are just examples. The network topography might be different.

You must develop a <u>**console application**</u> that allows you to do the following operations:-
- Add a computer to a network.
- Add connections between two computers.
- To print the route that must be taken if information is to be passed between two computers.

The above-mentioned operations should be carried out using the following commands:-

- **ADD <COMPUTER_NAME>**
  - Every computer must have a unique name.
  - Computer name must be a string.

- **CONNECT <COMPUTER_NAME> <COMPUTER_NAME>**

- A computer cannot be connected to itself.
  - A computer cannot be connected to another computer twice.
  - A computer does not necessarily need to be connected to other computers.

- **INFO_ROUTE <SRC_COMPUTER_NAME> <DEST_COMPUTER_NAME>**
  - If no route is found between two computers, then an error message must be displayed.
  - The route for a computer to itself should only have a source and destination which are itself. Examples below in sample input/output.

Appropriate validations should be applied and error messages should appear. All data must be stored in computer memory.