Fore O(N+m) A(gorietime, the time complexity would be. O(N log N).

Exactly 'I', that means we don't meed to keep treach the number of titings for an individual troad. So, we don't need to use any priority queue. We can only use priorit BFS Algorithm to find the soretest path. If we use BFS, the time complicity would be O(N+M).

prudo code:

BF3:

visited = [0] * modes queue = [] BF5 (Visited, graph, node, destention) {

Do visited [int(node-1)]

Do queue —append node.

while accent is not empty:

u= que . pop (0).

print (m)

if m== to destinition: break.

for each vetex of v in greaph:

if visited [int(v).18] == 0:

Do visited (int(V)-1)

Do queue. append(v).

BF5 (visted, graph, sourcette, destination)