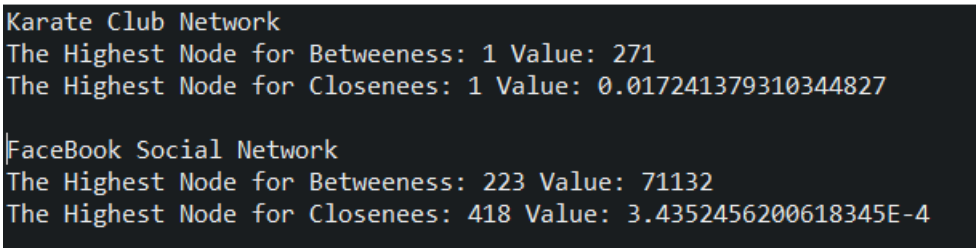

The code I wrote takes an average of 3 minutes to run. In fact, the reason for taking a long time is related to finding the shortest path. Since I couldn't put the algorithm I found on the internet exactly, I made many additions and subtractions, everything was doing in main, I created a few extra classes. I added node and added edge. But when I added the edge class, the time was much longer so I disabled that class. Although I first bought it, it used very different data structures, I converted it into an arraylist in general and the working time was shortened. Since it uses the bfs algorithm, I didn't touch the shortest path part, frankly, I just added it as a Node, so I had to do some editing. When I asked about this situation, you said that it would be good to add the source, so I showed the site I bought below.

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https://www.geeksforgeeks.org/shortest-path-unweighted-graph/