

Public Bodl good-Path (graph G) & Stack < colour blue = {3. Stack & colder ood = {3. bool Check = false. while (path in 60) of If (corrent node = = block! blue add (boorent node); I clse (correct node == bed) f. Red. add (corrent mode) 3 If (blue. Size == red. size) { Check == true y clse { check False;

Public bool bad=Path (graph G)? list coolood red = 13 boll check - false; while (path 15 G) ?

If (corrent node = = red) {

ded-add (corrent node); if (ded. 5120 / 5 ==0) Check = 700e 3 eles 5 Chelk = false