

3. Let $\text{CONNECTED} = \{G \mid G \text{ is a connected undirected graph}\}$.

Step 1 will take $O(n)$ time to scan every nodes and find the starting node since scanning all of them is only dependent on n .

Step 2 in the worst case will run $O(n)$ times because we would only mark one node at a time.

Step 3 uses $O(n^2)$ since we need to look at every node and all the nodes adjacent to that node.

Since step 3 runs $O(n)$ times though, this will make steps 2 and 3 run in $O(n) * O(n^2) = O(n^3)$ time.

Step 4. will run in $O(n)$ time, as we just scan all the nodes to ensure they are all marked.

Therefore this algorithm runs in $O(n^3)$ because this is the highest order in all of the steps that we have. Since $O(n^3) \in P$ we know that $\text{CONNECTED} \in P$.