

hasPath

```
from Graph_ADT2 import Graph

graph = Graph(5)
graph.addEdge(0,1,10)
graph.addEdge(0,4,10)
graph.addEdge(4,0,10)
graph.addEdge(4,1,10)
graph.addEdge(4,3,10)
graph.addEdge(3,1,10)
graph.addEdge(3,2,10)
graph.addEdge(3,4,10)
graph.addEdge(1,0,10)
graph.addEdge(1,2,10)
graph.addEdge(1,4,10)
graph.addEdge(1,3,10)
graph.addEdge(2,1,10)
graph.addEdge(2,3,10)

# graph.printgraph()

def hasRoute(graph,src,des,visited):
    if src == des:
        return True
    visited[src]=True
    for nbr in graph.neighbours(src):
        if visited[nbr]==False:
            res = hasRoute(graph,nbr,des,visited)
            if res == True:
                return True

    return False
```