BFS:

int main()

{

fastIO();

vector <int> node[1000];

vector <int> path[1000];

int edg;

cin >> edg;

while(edg--){

int x,y;

cin >> x >> y;

node[x].push\_back(y);

}

queue <int> q;

int level[1000];

memset(level,-1,1000);

q.push(1);

level[1]=0;

while(q.size()!=0){

int u=q.front();

q.pop();

for(int i=0;i<node[u].size();i++){

if(level[node[u][i]]==-1) {

level[node[u][i]]=level[u]+1;

q.push(node[u][i]);

}

}

}

cout << level[5] << endl;

return 0;

}