```
class Graph(object):
    def __init__(self, graph_dict=None):
        if graph_dict == None:
           graph_dict = {}
        self._graph_dict = graph_dict
    def edges(self, vertice):
        """ returns a list of all the edges of a vertice"""
        return self._graph_dict[vertice]
    def all_vertices(self):
        """ returns the vertices of a graph as a set """
        return set(self._graph_dict.keys())
    def all_edges(self):
        """ returns the edges of a graph """
        return self.__generate_edges()
    def add_vertex(self, vertex):
        """ If the vertex "vertex" is not in
            self._graph_dict, a key "vertex" with an empty
            list as a value is added to the dictionary.
           Otherwise nothing has to be done.
       if vertex not in self._graph_dict:
            self._graph_dict[vertex] = []
    def add_edge(self, edge):
        """ assumes that edge is of type set, tuple or list;
           between two vertices can be multiple edges!
       edge = set(edge)
        vertex1, vertex2 = tuple(edge)
       for x, y in [(vertex1, vertex2), (vertex2, vertex1)]:
            if x in self._graph_dict:
                self._graph_dict[x].add(y)
            else:
                self.\_graph\_dict[x] = [y]
    def generate_edge(self):
       edges = []
        for vertex in self._graph_dict:
            for neighbour in self._graph_dict[vertex]:
                if {neighbour, vertex} not in edges:
                    edges.append({vertex, neighbour})
        return edges
    def print_graph(self):
       print("----")
        for connect in self._graph_dict:
            connection = self._graph_dict[connect]
            print(connect,"is connected to",connection)
    def __iter__(self):
        self._iter_obj = iter(self._graph_dict)
       return self._iter_obj
    def __next__(self):
        """ allows us to iterate over the vertices """
        return next(self._iter_obj)
    def __str__(self):
    res = "vertices: "
       for k in self._graph_dict:
           res += str(k) + " "
       res += "\nedges: '
        for edge in self.__generate_edges():
           res += str(edge) + " '
    def find_path(self, start_vertex, end_vertex, path=None):
        if path == None:
            path = []
```

```
graph = self._graph_dict
         path = path + [start_vertex]
         if start_vertex == end_vertex:
             return path
         if start_vertex not in graph:
              return None
         for vertex in graph[start_vertex]:
              if vertex not in path:
                  extended_path = self.find_path(vertex,
                                                      end_vertex,
                                                      path)
                   if extended_path:
                       return extended_path
         return None
     def check_graph(self):
         list_path = []
         for vertex in self._graph_dict:
              for next_vertex in self._graph_dict:
                  if vertex != next_vertex:
                       path = self.find_path(vertex, next_vertex)
                       if path == None:
                           list_path.append(path)
                       elif path != None:
                           list_path.extend(path)
         if None in list_path:
            print("Yes")
         elif None not in list_path:
              print("No")
dictionary = { "1st vertex" : {"2nd vertex"},
       "2nd vertex" : {"1st vertex", "3rd vertex", "4th vertex"},
       "3rd vertex" : {"2nd vertex", "4th vertex", "5th vertex"},
       "4th vertex" : {"2nd vertex", "3rd vertes", "6th vertex"},
       "5th vertex" : {"3rd vertex"},
       "6th vertex" : {"4th vertex"},
       "7th vertex" : {"8th vertex"},
       "8th vertex" : {"7th vertex", "9th vertex", "10th vertex"},
"9th vertex" : {"8th vertex", "10th vertex", "11th vertex"},
       "10th vertex" : {"8th vertex", "9th vertex", "12th vertex"},
       "11th vertex" : {"9th vertex"},
       "12th vertex" : {"10th vertex"}
     }
graph = Graph(dictionary)
graph.print_graph()
print("----")
print("Unconnected Graph")
graph.check_graph()
      1st vertex is connected to {'2nd vertex'}
     2nd vertex is connected to {'3rd vertex', '1st vertex', '4th vertex'}
3rd vertex is connected to {'5th vertex', '2nd vertex', '4th vertex'}
4th vertex is connected to {'3rd vertes', '2nd vertex', '6th vertex'}
      5th vertex is connected to {'3rd vertex'}
      6th vertex is connected to {'4th vertex'}
      7th vertex is connected to {'8th vertex'}
     8th vertex is connected to {'7th vertex', '10th vertex', '9th vertex'} 9th vertex is connected to {'10th vertex', '8th vertex', '11th vertex'}
      10th vertex is connected to {'8th vertex', '9th vertex', '12th vertex'}
      11th vertex is connected to {'9th vertex'}
      12th vertex is connected to {'10th vertex'}
      Unconnected Graph
      Yes
```