

NAME

Path - Path class

SYNOPSIS

```
use Path;

use Path qw(:all);
```

DESCRIPTION

Path class provides the following methods:

`new`, `AddVertex`, `AddVertices`, `Copy`, `GetCommonVertices`, `GetEdges`, `GetEndVertex`, `GetLength`, `GetStartVertex`, `GetTerminalVertices`, `GetVertex`, `GetVertices`, `IsCycle`, `IsIndependentCyclicPath`, `IsIndependentPath`, `IsPath`, `Join`, `JoinAtVertex`, `PopVertex`, `PushVertex`, `PushVertices`, `Reverse`, `ShiftVertex`, `StringifyPath`, `UnshiftVertex`, `UnshiftVertices`

Path is a sequential list of vertices with an edge between two successive vertices. The path becomes a cycle when start vertex and end vertex are the same.

The following operators are overloaded:

```
" " == eq
```

METHODS

`new`

```
$NewPath = new Path();
$NewPath = new Path(@VertexIDs);
```

Using specified *VertexIDs*, new method creates a new Path object and returns newly created Path object

`AddVertex`

```
$Path->AddVertex($VertexID);
```

Adds *VertexID* to *Path* and returns *Path*

`AddVertices`

```
$Path->AddVertices(@VertexIDs);
```

Adds vertices using *VertexIDs* to *Path* and returns *Graph*

`Copy`

```
$Return = $Path->Copy();
```

Copies *Path* and its associated data using `Storable::dclone` and returns a new Path object

`GetCommonVertices`

```
@CommonVertices = $Path->GetCommonVertices($OtherPath);
$NumOfCommonVertices = $Path->GetCommonVertices($OtherPath);
```

Returns an array containing common vertex IDs between two paths. In scalar context, number of common vertices is returned.

`GetEdges`

```
@EdgesVertexIDs = $Path->GetEdges();
$NumOfEdges = $Path->GetEdges();
```

Returns an array containing successive pairs of vertex IDs corresponding to all edges in *Path*. In scalar context, the number of edges is returned.

`GetEndVertex`

```
$VertexID = $Path->GetEndVertex();
```

Returns VertexID of end vertex in *Path*

`GetLength`

```
$Length = $Path->GetLength();
```

Returns Length of *Path* corresponding to number of vertices in *Path*

`GetStartVertex`

```
$VertexID = $Path->GetStartVertex();
```

Returns VertexID of start vertex in *Path*

`GetTerminalVertices`

```
($StartVertexID, $EndVertexID) = $Path->GetTerminalVertices();
```

Returns vertex IDs of start and end vertices in *Path*

GetVertex

```
$VertexID = $Path->GetVertex($Index);
```

Returns specific vertex ID from *Path* corresponding to *Index* with indices starting from 0

GetVertices

```
@Vertices = $Path->GetVertices();
$NumOfVertices = $Path->GetVertices();
```

Returns an array containing all vertex IDs in *Path*. In scalar context, number of vertices is returned.

IsCycle

```
$Status = $Path->IsCycle();
```

Returns 1 or 0 based on whether *Path* is a *CyclicPath* which has the same start and end vertex IDs.

IsIndependentCyclicPath

```
$Status = $Path->IsIndependentCyclicPath();
```

Returns 1 or 0 based on whether *Path* is an independent *CyclicPath*. For a *Path* to be an independent cyclic path, it must be a cyclic path and have unique vertices.

IsIndependentPath

```
$Status = $Path->IsIndependentPath();
```

Returns 1 or 0 based on whether *Path* is an independent *Path*. For a *Path* to be an independent path, it must have unique vertices.

IsPath

```
$Status = Path::IsPath();
```

Returns 1 or 0 based on whether *Object* is a *Path* object

Join

```
$NewPath = $Path->Join($OtherPath);
$NewPath = $Path->Join(@VertexIDs);
```

Joins existing *Path* with a new path specified as a *OtherPath* object or an array of *VertexIDs* and returns *NewPath*.

In order to successfully join two paths, terminal vertices must have a common vertex. Based on the common terminal vertex found, additional path vertices are added to the current *Path* in one of the following four ways:

- o EndVertex = NewStartVertex: New path at end of current path with same vertices order
- o EndVertex = NewEndVertex: New path at end of current path with reversed vertices order
- o StartVertex = NewEndVertex: New path at front of current path with same vertices order
- o StartVertex = NewStartVertex: New path at front of current path with reversed vertices order

JoinAtVertex

```
$NewPath = $Path->JoinAtVertex($OtherPath, $CenterVertexID);
```

Joins existing *Path* with *OtherPath* at a specified *CeterVertexID* and returns a *NewPath*

PopVertex

```
$Path->PopVertex();
```

Removes end vertex from *Path* and returns *Path*

PushVertex

```
$Path->PushVertex($VertexID);
```

Adds *VertexID* to *Path* after end vertex and returns *Path*

PushVertices

```
$Path->PushVertices(@VertexIDs);
```

Adds *VertexIDs* to *Path* after end vertex and returns *Path*

Reverse

```
$Path->Reverse();
```

Reverses order of vertices in *Path* and returns *Path*

ShiftVertex

```
$Path->ShiftVertex();
```

Removes start vertex from *Path* and returns *Path*

StringifyPath

```
$String = $Path->StringifyPath();
```

Returns a string containing information about *Path* object

UnshiftVertex

```
$Path->UnshiftVertex($VertexID);
```

Adds *VertexID* to *Path* before start vertex and returns *Path*

UnshiftVertices

```
$Path->UnshiftVertices(@VertexIDs);
```

Adds *VertexIDs* to *Path* before start vertex and returns *Path*

AUTHOR

Manish Sud <msud@san.rr.com>

SEE ALSO

PathGraph.pm, PathsTraversal.pm

COPYRIGHT

Copyright (C) 2004-2008 Manish Sud. All rights reserved.

This file is part of MayaChemTools.

MayaChemTools is free software; you can redistribute it and/or modify it under the terms of the GNU Lesser General Public License as published by the Free Software Foundation; either version 3 of the License, or (at your option) any later version.