

## 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:

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

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#### SEE ALSO

PathGraph.pm, PathsTraversal.pm

#### COPYRIGHT

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