

```
1: #include <bits/stdc++.h>
2:
3: using namespace std;
4:
5: #define F(i,L,U) for((i)=(L);(i)<(U);(i)++)
6: #define FE(i,L,U) for((i)=(L);(i)<=(U);(i)++)
7: typedef vector<int> vi;
8: typedef pair<int, int> ii;
9: typedef pair<int, double> id;
10: typedef vector<ii> vii;
11: typedef vector<id> vid;
12:
13: #define INF 1000000000
14:
15: // class UF{
16: // public:
17: //     vi p, rank, setSize, m;
18: //     int numSets;
19: //
20: //     UF(int N){
21: //         m.assign(N, 0);
22: //         setSize.assign(N, 1); numSets = N; rank.assign(N,0);
23: //         p.assign(N,0);
24: //         for(int i = 0; i < N; i++) {
25: //             p[i] = i;
26: //             m[i] = i;
27: //         }
28: //
29: //     }
30: //
31: //     int findSet(int i){
32: //
33: //         if (p[i] == i){
34: //             return i;
35: //
36: //         }else{
37: //             int x = findSet(p[i]);
38: //             m[i] = max(m[i], m[x]);
39: //             return p[i] = x;
40: //
41: //         }
42: //
43: //         return (p[i] == i) ? i : (p[i] = findSet(p[i]));
44: //
45: //     }
46: //
47: //     bool isSameSet(int i, int j){
48: //         return findSet(i) == findSet(j);
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49: // }
50: //
51: // void unionSet(int i, int j){
52: //     if (!isSameSet(i,j)){
53: //         numSets--;
54: //         int x = findSet(i), y = findSet(j);
55: //
56: //         if (rank[x] > rank[y]){
57: //             m[x] = max(m[x], m[y]);
58: //             p[y] = x; setSize[x] += setSize[y];
59: //         }else{
60: //             m[y] = max(m[x], m[y]);
61: //             p[x] = y; setSize[y] += setSize[x];
62: //
63: //             if (rank[x] == rank[y]) rank[y]++;
64: //         }
65: //
66: //
67: //     }
68: //
69: // }
70: //
71: // };
72:
73:
74: #define LINE(line) fgets(line, sizeof(line), stdin)
75:
76: int T, F, F_u, F_n;
77:
78: vector<vid> AdjList;
79:
80:
81: int main(){
82:     int i, j, k, u, v;
83:     double w;
84:
85:     while(scanf("%d %d %d %d", &T, &F, &F_u, &F_n), (T|F|F_u|F_n)){
86:
87:         F_u--;
88:         F_n--;
89:
90:         AdjList.assign(F, vid());
91:
92:         F(i,0,T){
93:             scanf("%d %d %lf", &u, &v, &w);
94:             u--;
95:             v--;
96:             w *= -1;
```

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97:     AdjList[u].push_back(id(v, w));
98: }
99:
100: vector<double> dist(F, INF); dist[F_u] = 0.0;
101: F(i,0,F-1){
102:     F(u,0,F){
103:         F(j,0,(int)AdjList[u].size()){
104:             id v = AdjList[u][j];
105:             dist[v.first] = fmin(dist[v.first], dist[u] + v.second);
106:         }
107:     }
108: }
109:
110: if (dist[F_n] == (double) INF){
111:     printf("FALSE\n");
112:     continue;
113: }
114:
115: bool has = false;
116:
117: F(u,0,F){
118:     F(j,0,(int)AdjList[u].size()){
119:         id v = AdjList[u][j];
120:         if (dist[v.first] > dist[u] + v.second ){
121:             has = true;
122:         }
123:     }
124: }
125:
126: if (has){
127:     printf("TRUE\n");
128: }else{
129:     printf("FALSE\n");
130: }
131: }
132:
133:
134: return 0;
135: }
```