# Chase

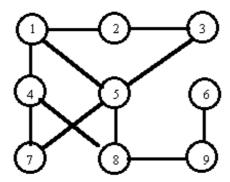
Chase is a two-person board game. A board consists of squares numbered from 1 to *n*. For each pair of different squares it is known if they are adjacent to one another or they are not. Each player has a piece at his disposal. At the beginning of a game pieces of players are placed on fixed, distinct squares. In one turn a player can leave his piece on the square it stands or move it to an adjacent square.

A game board has the following properties:

- it contains no triangles, i.e. there are no three distinct squares such that each pair of them is adjacent,
- each square can be reached by each player.

A game consists of many turns. In one turn each player makes a single move. Each turn is started by player A. We say that player A is caught by player B if both pieces stand on the same square. Decide, if for a given initial positions of pieces, player B can catch player A, independently of the moves of his opponent. If so, how many turns player B needs to catch player A if both play optimally (i.e. player A tries to run away as long as he can and player B tries to catch him as quickly as possible).

## **Example**



Consider the board in the figure. Adjacent squares (denoted by circles) are connected by edges. If at the beginning of a game pieces of players A and B stand on the squares 9 and 4 respectively, then player B can catch player A in the third turn (if both players move optimally). If game starts with pieces on the squares 8 (player A) and 4 (player B) then player B cannot catch player A (if A plays correctly).

### **Task**

Write a program that for each test case:

- reads the description of a board and numbers of squares on which pieces are placed initially.
- decides if player B can catch player A and if so, computes how many turns he needs (we assume that both players play optimally);
- outputs the result.

## Input

The number of test cases *t* is in the first line of input, then *t* test cases follow separated by an empty line.

In the first line of a test case there are four integers n, m, a and b separated by single spaces, where 2 <= n <= 3000, n-1 <= m <= 15000, 1 <= a, b <= n. These are (respectively): the number of squares of the board, the number of adjacent (unordered) pairs, the number of the square on which the piece of player A is placed, the number of the square on which the piece of player B is placed. In each of the following lines there are two distinct positive integers separated by a single space, which denote numbers of adjacent squares.

# **Output**

For each test case you should output one line containing:

- one word "No", if player B cannot catch player A, or
- one integer the number of turns needed by B to catch A (if B can catch A).

# **Example**

### Sample input:

9 11 9 4

12

3 2

1 4

4 7

7 5

5 1

6 9

8 5

98

53

4 8

#### Sample output:

3