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#include <stdio.h>
struct Disjoint{
  int parent[10];
  int rank[10];
  int n;
}dis;
void makeSet()
{
  for(int i=0;i<dis.n;i++){</pre>
     dis.parent[i]=i;
     dis.rank[i]=0;
   }
}
void displaySet()
{
   printf("\nParent Array\n");
   for(int i=0;i<dis.n;i++){</pre>
     printf("%d",dis.parent[i]);}
     printf("\nRank Array\n");
     for(int i=0;i<dis.n;i++)</pre>
       printf("%d",dis.rank[i]);
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}
    printf("\n");
}
int find(int x)
{
  if(dis.parent[x]!=x) {
    dis.parent[x]=find(dis.parent[x]);
  }
  return dis.parent[x];
}
void Union(int x,int y)
{
  int xset=find(x);
   int yset=find(y);
   if(xset==yset)
   return;
   if(dis.rank[xset]<dis.rank[yset]){</pre>
    dis.parent[xset]=yset;
    dis.rank[xset]=-1;
   }
   else if(dis.rank[xset]>dis.rank[yset]){
     dis.parent[xset]=yset;
     dis.rank[xset]=-1;
   }
   else if(dis.rank[xset]>dis.rank[yset]){
     dis.parent[yset]=xset;
     dis.rank[yset]=-1;
   }
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else {
  dis.parent[yset]=xset;
  dis.rank[xset]=dis.rank[xset]+1;
  dis.rank[yset]=-1;
}
}
int main()
{
  int n,x,y;
  printf("How many elements?");
  scanf("%d",&dis.n);
  makeSet();
  int ch, wish;
  do
  {
    printf("\n______\n");
    printf("1.Union\n2.Find\n3.Display\n");
    printf("Enter choice\n");
    scanf("%d",&ch);
    switch(ch)
    {
      case 1:printf("Enter elements to check if connected union");
          scanf("%d%d",&x,&y);
          Union(x,y);
          break;
      case 2:printf("Enter elements to check if connected components");
          scanf("%d%d",&x,&y);
```

```
if(find(x)==find(y))
    printf("Connected components\n");
    else
        printf(" Not Connected components\n");

        break;
        case 3:displaySet();
        break; }
        printf("\nDo you wish to continue?(1/0)\n");
        scanf("%d",&wish);
    }
    while(wish==1);
    return 0;
}
```

