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#include <iostream>A
#include <vector>
#include <stack>

using namespace std;

class Graph {
    int V;
    vector<int>* adj;
    int time;
    stack<int> Stack;
    vector<int> ids, low, inStack;

    void sccDFS(int v);

public:
    Graph(int V);
    void addEdge(int v, int w);
    void scc();
};

Graph::Graph(int V) {
    this->V = V;
    adj = new vector<int>[V];
    ids = vector<int>(V, -1);
    low = vector<int>(V, -1);
    inStack = vector<int>(V, 0);
    time = 0;
}

void Graph::addEdge(int v, int w) {
    adj[v].push_back(w);
}

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void Graph::sccDFS(int u) {
    ids[u] = low[u] = time++;
    Stack.push(u);
    inStack[u] = 1;

    for (int v : adj[u]) {
        if (ids[v] == -1) {
            sccDFS(v); // backtrack from v's exploration
            low[u] = min(low[u], low[v]);
        } else if (inStack[v]) {
            low[u] = min(low[u], ids[v]);
        } /*
        v.lowlink := min(v.lowlink, w.index) is the correct
way
to update v.lowlink if w is on stack. Because w is on
the stack already, (v, w) is a back-edge in the DFS
tree
and therefore w is not in the subtree of v. Because
v.lowlink takes into account nodes reachable only
through the nodes in the subtree of v we must stop at

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w

and use w.index instead of w.lowlink

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        */
    }
} // for loop for LL value computation has ended here.

// SCC computation begins
// I am in DFS(u)
int w = 0;
// u is the start of an SCC
// Print the SCC and remove them from the stack
if (low[u] == ids[u]) {
    while (Stack.top() != u) {
        w = Stack.top();
        cout << w << " ";
        inStack[w] = 0;
        Stack.pop();
    }
    w = Stack.top();
    cout << w << "\n";
    inStack[w] = 0;
    Stack.pop();
}
}
// Convince yourself of the correctness of this LL update
mechanism}
// Find the loop invariants for the SCCDFS computation

void Graph::scc() {
    for (int i = 0; i < V; i++) {
        if (ids[i] == -1) {
            sccDFS(i);
        }
    }
}

int main() {
    // Example usage:
    Graph g(5);
    g.addEdge(1, 0);
    g.addEdge(0, 2);
    g.addEdge(2, 1);
    g.addEdge(0, 3);
    g.addEdge(3, 4);
    g.scc();

    return 0;
}
```