

ADS-Lab 3
Island Problem

Pseudo Code:

```
class Island
{
    int p[100], count;
    Island (int n)
    {
        p[n];
        for (i=0; i<n; i++)
            p[i] = i;
        count = 0;
    }

    public int findparent (int u)
    {
        if (p[u] == u)
            return u;
        return p[u] = findparent(u);
    }

    public void union (int u, int y)
    {
        int root-u = findparent(u) findparent(u);
        int root-y = findparent(y) findparent(y);
        if (root-u != root-y)
        {
            p[root-u] = root-y;
            count--;
        }
    }

    public void setCount (int n)
    {
        count = n;
    }

    public int count()
    {
        return count;
    }
};
```

```

int numIslands (vector<vector<int>> mat)
{
    int count = 0;
    int m = mat.size();
    int n = mat[0].size();
    for (int i = 0; i < m; i++)
        for (int j = 0; j < n; j++)
            if (mat[i][j])
                count++;
    Island is = new Island(m * n);
    is.setCount(count);
    for (int i = 0; i < m; i++)
        for (int j = 0; j < n; j++)
            if (mat[i][j] != 0)
            {
                if (i > 0 && mat[i-1][j] != 0)
                    is.union(n * (i-1) + j, n * i + j);
                if (i < m-1 && mat[i+1][j] != 0)
                    is.union(n * i + j, n * (i+1) + j);
                if (j > 0 && mat[i][j-1] != 0)
                    is.union(n * i + j, n * i + j - 1);
                if (j < n-1 && mat[i][j+1] != 0)
                    is.union(n * i + j, n * i + j + 1);
                if (i > 0 && j > 0 && mat[i-1][j-1] != 0)
                    is.union(n * i + j, n * (i-1) + j - 1);
                if (i < m-1 && j < n-1 && mat[i+1][j+1] != 0)
                    is.union(n * i + j, n * (i+1) + j + 1);
                if (i > 0 && j < n-1 && mat[i-1][j+1] != 0)
                    is.union(n * i + j, n * (i-1) + j + 1);
                if (i < m-1 && j > 0 && mat[i+1][j-1] != 0)
                    is.union(n * i + j, n * (i+1) + j - 1);
            }
    return is.count();
}

```