

Updated Whiteup (disjoint sets)

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class Islands

```
{ public:  
    int parent[100];  
    int count;
```

Islands (int n)

```
{  
    parent[n];  
    for (i=0; i<n; i++)  
        parent[i] = i;  
    count = 0;  
}
```

int findparent (int x)

```
{  
    if (parent[x] == x)  
        return x;  
    else  
        return parent findparent (parent[x]);  
}
```

void unions (int x, int y)

```
{  
    int root_x = findparent(x);  
    int root_y = findparent(y);  
    if (root_x != root_y)  
    {  
        parent[root_x] = root_y;  
        count--;  
    }  
};
```

int noOfIslands (vector <vector <int>> grid)

```
{  
    int count = 0;  
    int a = grid.size();  
    int b = grid[0].size();
```

Arjun

```

for (int i=0; i<a; i++)
    for (int j=0; j<b; j++)
        if (grid grid[i][j] != 0)
            count++;
    }
}

```

```

Islands island = new Islands(a+b);
island.count = count;

```

```

for (int i=0; i<a; i++)
    for (int j=0; j<b; j++)
        if (grid[i][j] != 0)
            if (i>0 && grid[i-1][j] != 0)
                island.unions(b*i+j, b*(i-1)+j);
            if (i<a-1 && grid[i+1][j] != 0)
                island.unions(b*i+j, b*(i+1)+j);
            if (j>0 && grid[i][j-1] != 0)
                island.unions(b*i+j, b*i+(j-1));
            if (j<b-1 && grid[i][j+1] != 0)
                island.unions(b*i+j, b*i+j+1);
            if (i>0 && j>0 && grid[i-1][j-1] != 0)
                island.unions(b*i+j, b*(i-1)+j-1);
            if (i>0 && j<b-1 && grid[i-1][j+1] != 0)
                island.unions(b*i+j, b*(i-1)+(j+1));
            if (i<a-1 && j<b-1 && grid[i+1][j+1] != 0)
                island.unions(b*i+j, b*(i+1)+(j+1));
    }
}
return count island.count;

```

}

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