```
import java.util.*;
class BiconnectedComponents {
 private int V, time;
 private List<Integer>[] adj;
 public BiconnectedComponents(int v) {
   V = v:
   adj = new ArrayList[V];
   for (int i = 0; i < V; i++) adj[i] = new ArrayList<>();
 public void addEdge(int u, int v) {
   adj[u].add(v);
   adj[v].add(u);
 private void BCCUtil(int u, int[] disc, int[] low, Stack<Edge> stack, int parent) {
   disc[u] = low[u] = ++time;
   int children = 0;
   for (int v : adj[u]) {
      if (disc[v] == -1) {
        children++;
        stack.push(new Edge(u, v));
        BCCUtil(v, disc, low, stack, u);
        low[u] = Math.min(low[u], low[v]);
```

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if ((parent == -1 && children > 1) || (parent != -1 && low[v] >= disc[u])) {
         System.out.print("Biconnected Component: ");
         while (true) {
           Edge e = stack.pop();
           System.out.print("(" + e.u + ", " + e.v + ") ");
           if (e.u == u && e.v == v) break;
         System.out.println();
    } else if (v != parent && disc[v] < disc[u]) {
       low[u] = Math.min(low[u], disc[v]);
       stack.push(new Edge(u, v));
public void findBCCs() {
  int[] disc = new int[V], low = new int[V];
  Arrays.fill(disc, -1);
  Stack<Edge> stack = new Stack<>();
  time = 0:
  for (int i = 0; i < V; i++) {
    if (disc[i] == -1) {
       BCCUtil(i, disc, low, stack, -1);
       if (!stack.isEmpty()) {
         System.out.print("Biconnected Component: ");
         while (!stack.isEmpty()) {
           Edge e = stack.pop();
           System.out.print("(" + e.u + ", " + e.v + ") ");
```

```
System.out.println();
private static class Edge {
  int u, v;
  Edge(int u, int v) { this.u = u; this.v = v; }
public static void main(String[] args) {
  BiconnectedComponents g = new BiconnectedComponents(7);
  g.addEdge(0, 1); g.addEdge(1, 2); g.addEdge(2, 0); g.addEdge(1, 3); g.addEdge(3, 4); g.addEdge(4, 5);
  g.addEdge(5, 3); g.addEdge(5, 6);
  System.out.println("Biconnected Components in the graph:");
  g.findBCCs();
```