## **■** Union Find

You have solved 6 / 21 problems.

☐ Show	probl	lem tags
--------	-------	----------

		•		
	200	Number of Islands (/problems/number-of-islands)	39.5%	Medium
<b>~</b>	128	Longest Consecutive Sequence (/problems/longest-consecutive-sequence)	40.3%	Hard
	547	Friend Circles (/problems/friend-circles)	51.9%	Medium
<b>~</b>	399	Evaluate Division (/problems/evaluate-division)	45.7%	Medium
	130	Surrounded Regions (/problems/surrounded-regions)	21.6%	Medium
<b>~</b>	947	Most Stones Removed with Same Row or Column (/problems/most-stones-removed-with-same-row-or-column)	51.9%	Medium
	924	Minimize Malware Spread (/problems/minimize-malware-spread)	37.4%	Hard
	305	Number of Islands II (/problems/number-of-islands-ii) ■	41.3%	Hard
	765	Couples Holding Hands (/problems/couples-holding-hands)	50.1%	Hard
<b>~</b>	684	Redundant Connection (/problems/redundant-connection)	49.3%	Medium
	959	Regions Cut By Slashes (/problems/regions-cut-by-slashes)	61.4%	Medium
	778	Swim in Rising Water (/problems/swim-in-rising-water)	45.9%	Hard
	721	Accounts Merge (/problems/accounts-merge)	38.0%	Medium
	928	Minimize Malware Spread II (/problems/minimize-malware-spread-ii)	38.4%	Hard
<b>~</b>	803	Bricks Falling When Hit (/problems/bricks-falling-when-hit)	26.5%	Hard
	261	Graph Valid Tree (/problems/graph-valid-tree) ■	39.3%	Medium
<b>~</b>	737	Sentence Similarity II (/problems/sentence-similarity-ii)	42.2%	Medium
	323	Number of Connected Components in an Undirected Graph (/problems/number-of-connected-components-in-an-undirected-graph)	50.8%	Medium
	685	Redundant Connection II (/problems/redundant-connection-ii)	29.5%	Hard
	952	Largest Component Size by Common Factor (/problems/largest-component-size-by-common-factor)	23.0%	Hard

1/8/2019 Union Find - LeetCode

839 Similar String Groups (/problems/similar-string-groups)

33.0%



Copyright © 2019 LeetCode

Help Center (/support/) | Terms (/terms/) | Privacy Policy (/privacy/)

States (/region/)

PAD, padded from either side to fit this length: My name is guotong1988 \_pad\_ \_pad\_ \_pad\_ \_pad\_

InteractiveSession makes itself the default session so that you can call run() or eval() without explicitly calling the session.