**Implement a union-find data structure.**

When implementing Kruskal's algorithm, you need a way to keep track of which nodes in the graph are connected to one another. While it's possible to do this using the standard collections types, there is an extremely simple and much faster way to do this using a union-find data structure, a specialized data structure that makes it easy to determine if two nodes are connected and to connect pairs of nodes. It is not particularly hard to code up a union-find data structure, and doing so can dramatically reduce the amount of time required to create a maze.