| Description | Hints | Submissions | Discussions | N |

```
1   #include<bits/stdc++.h>
2   using namespace std;
3   #define endl "\n"
4   using lli=long long int;
5   using pp=pair<lli,lli>;
6   vector<vector<int>>g;
7   vector<int>vis;
8   void bfs(int node){
9       vis[node]=1;
10      queue<int>q;
11      q.push(node);
12      while(!q.empty()){
13          int ele=q.front();
14          q.pop();
15          for(auto i:g[ele]){
16          if(!vis[i]){
17              vis[i]=1;
18              q.push(i);
19          }
20      }
21  }
22  }
23
24  int main(){
25      ios_base::sync_with_stdio(0);
26      cin.tie(0);
27      cout.tie(0);
```

Building Roads

Difficulty

1 sec
Time Limit

512000KB
Memory

100
Score

80/80 XP ⓘ   ⚠ 30/30 ⓘ

Description

Zenithland has n cities and m roads between them. The goal is to construct new roads so that there is a route between any two cities. A road is bidirectional.

Your task is to find out the minimum number of roads required.

Input Format

The first input line has two integers n and m: the number of cities and roads. The cities are numbered 1, 2, ..., n.

After that, there are m lines describing the roads. Each line has two integers a and b: there is a road between those cities.

A road always connects two different cities, and there is at most one road between any two cities.

Output Format

Print the number of minimum roads required.

Sample Tests   Manual Tests

Test Case 1 ✅

Console   Run on Sample