

```
/*
```

This program finds the minimum number of cables required to connect all workstations in a network.

It uses the disjoint set data structure to store the connections between workstations.

A union-find algorithm is used to find the root of each workstation and to determine if two workstations are connected.

If two workstations are not connected, then a cable is added to connect them.

The number of cables added is counted and returned as the minimum number of cables needed.

```
*/
```

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
// Function to find the root of a given node
```

```
int find(int node, int parent[node])
```

```
{
```

```
    if (parent[node] == node)
```

```
        return node;
```

```
    return find(parent[node], parent);
```

```
}
```

```
// Function to connect two nodes
```

```
void union_op(int node, int a, int b, int parent[node])
```

```
{
```

```
    int a_set = find(a, parent);
```

```
    int b_set = find(b, parent);
```

```
    parent[a_set] = b_set;
```

```
}
```

```
// Function to count the number of cables required
```

```
int count_cables(int n, int connections[][2], int k)
```

```
{
```

```
    int parent[n];
```

```
    // Initialize parent array
```

```
    for (int i=0; i<n; i++)
```

```
        parent[i] = i;
```

```
    int cable_count = 0;
```

```
    // Iterate over all connections
```

```
    for (int i=0; i<k; i++)
```

```
{
```

```

        int a = connections[i][0];
        int b = connections[i][1];

        // Check if the two nodes are already connected
        if (find(a, parent) != find(b, parent))
        {
            // If not, connect them and increment cable count
            union_op(n, a, b, parent);
            cable_count++;
        }
    }
    return cable_count;
}

// Driver function
int main()
{
    int n = 4, k = 3;
    int connections[][2] = {{0, 1}, {0, 2}, {1, 2}};
    printf("Minimum number of cables required to connect all workstations: %d",
           count_cables(n, connections, k));
    return 0;
}

```