

* Implementation of Undirected Connectivity

- The approach for this problem is also the same as BFG, the only change coherever reach the end of one part we will select a different leader node and iterate throw that node.

Greneral Algorithm

BFS (G, S)
Mark S as 'explored' 8 = queue initialised by s. cohile 8 = 0 remove from front of & the vertex w for each edge (u, w) if w is unexplored mark w as explored Add w to & for i to n

if is unexplored

BFS(a, i) source

- Complexity Analysis

complexifu tholusia wersed only once. Hence the program will oun in linear time.

O(m+n)