# Roll : 2207069, 2207071, 2207072

1. First, we set up a randomized algorithm, to select a random edge that would be used to find the minimum cut in the graph.
2. We begin by initializing a random number generator for this.
3. Then the program reads an integer n, which represents the number of edges to input.
4. It stores these edges in a vector, where each edge connects two vertices, u and v.
5. A loop runs to capture all the edge connections from the user input.
6. The main logic starts a `while` loop to repeatedly attempt graph contractions.
7. Inside that loop, it randomly picks one edge index s from the current vector.
8. It identifies the two vertices (u and v) connected by that specific random edge.
9. The code then iterates through all other edges to check if they are connected to vertex u.
10. The intention is to merge vertex u into v to contract the graph.
11. The contraction process would repeat until the graph is reduced to just two vertices revealing the cut size.