Program Structures & Algorithms  
Spring 2022  
Assignment No. 3

Name: Urvang Patel  
(NUID): 001568243

•**Task :**

Step 1:  
(a) Implement height-weighted Quick Union with Path Compression. For this, you will flesh out the class UF\_HWQUPC. All you have to do is to fill in the sections marked with // TO BE IMPLEMENTED ... // ...END IMPLEMENTATION.

(b) Check that the unit tests for this class all work. You must show "green" test results in your submission (screenshot is OK).

Step 2:  
Using your implementation of UF\_HWQUPC, develop a UF ("union-find") client that takes an integer value n from the command line to determine the number of "sites." Then generates random pairs of integers between 0 and n-1, calling connected() to determine if they are connected and union() if not. Loop until all sites are connected then print the number of connections generated. Package your program as a static method count() that takes n as the argument and returns the number of connections; and a main() that takes n from the command line, calls count() and prints the returned value. If you prefer, you can create a main program that doesn't require any input and runs the experiment for a fixed set of n values. Show evidence of your run(s).

Step 3:  
Determine the relationship between the number of objects (n) and the number of pairs (m) generated to accomplish this (i.e. to reduce the number of components from n to 1). Justify your conclusion in terms of your observations and what you think might be going on.

•**Output screenshot:**

Text

Description automatically generated

Text

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**•Relationship Conclusion:**

From the runs we can see that the number of random pairs (m) generated to get a fully connected graph of n vertex is approximately

**•Evidence / Graph:**

Chart

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