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#include<bits/stdc++.h>
using namespace std;

void print(int** edges, int n, int sv, bool* visited, vector<int>& ans) {
    queue<int> q;
    q.push(sv);
    visited[sv] = true;
    while(!q.empty()) {

        ans.push_back(q.front());
        for(int i = 0; i < n; i++) {

            if(!visited[i] && edges[q.front()][i]) {
                q.push(i);
                visited[i] = true;
            }
        }
        q.pop();
    }
}

void printConnectedComponents(int** edges, int n, int sv, bool* visited) {
    vector<int> ans;
    print(edges, n, sv, visited, ans);
    sort(ans.begin(), ans.end());
    for(auto i : ans)
        cout << i << " ";
}

int main() {
    int n, e;
    cin >> n >> e;
    int** edges = new int*[n];
    for(int i = 0; i < n; i++) {
        edges[i] = new int[n];
        for(int j = 0; j < n; j++) {
            edges[i][j] = 0;
        }
    }

    for(int i = 0, a, b; i < e; i++) {
        cin >> a >> b;
        edges[a][b] = 1;
        edges[b][a] = 1;
    }

    bool* visited = new bool[n];
    for(int i = 0; i < n; i++) {

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        visited[i] = false;
    }

    for(int i = 0; i < n; i++) {
        if(!visited[i]) {
            printConnectedComponents(edges, n, i, visited);
            cout << endl;
        }
    }

    return 0;
}
```