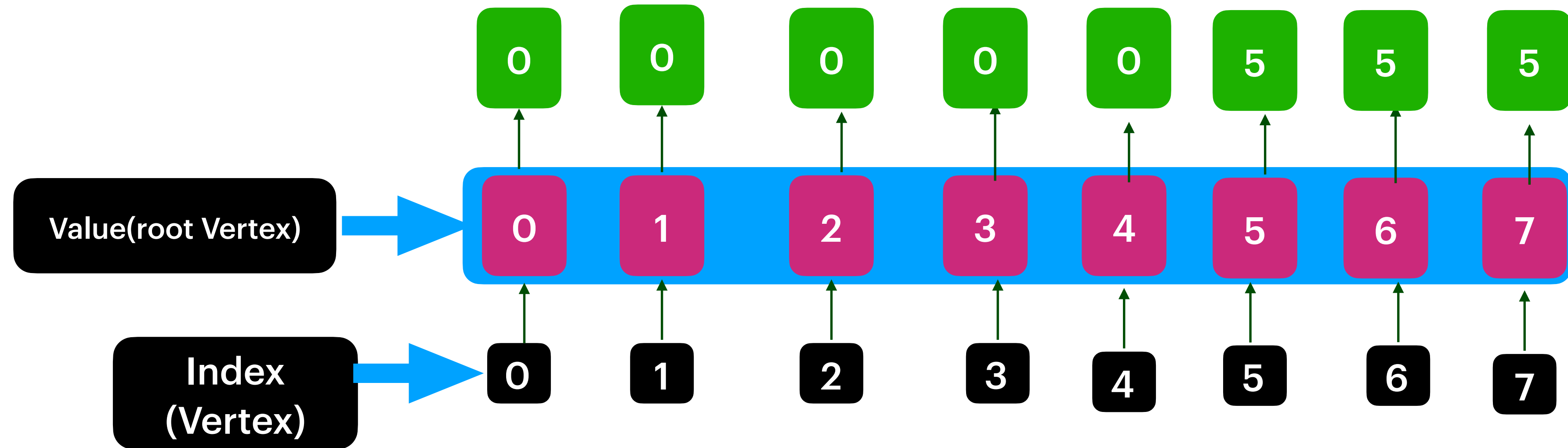
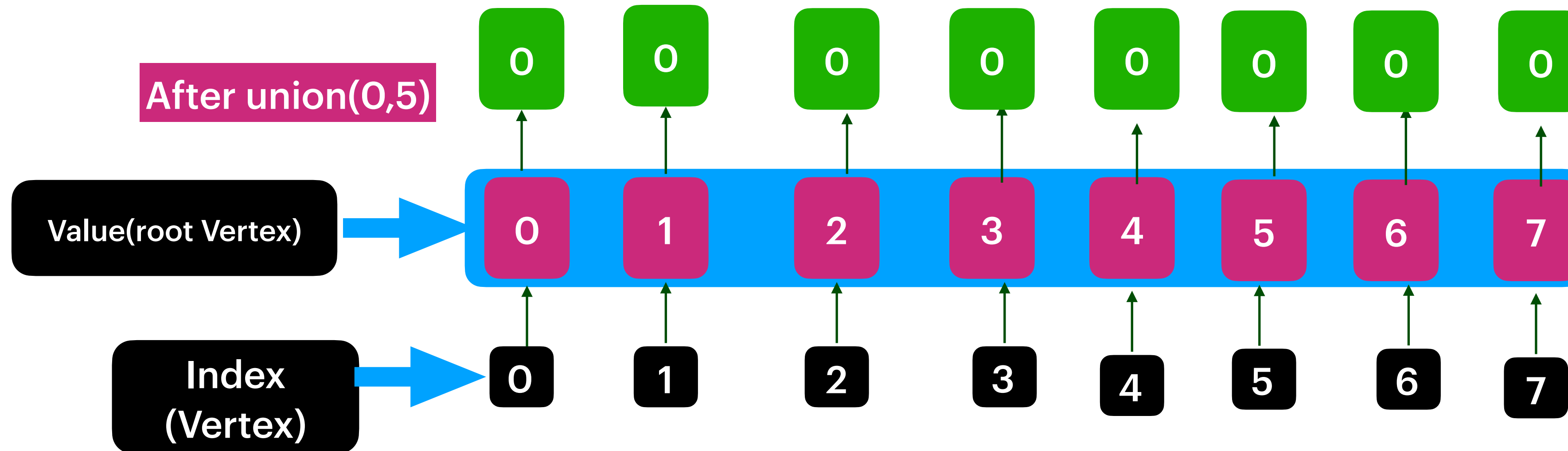
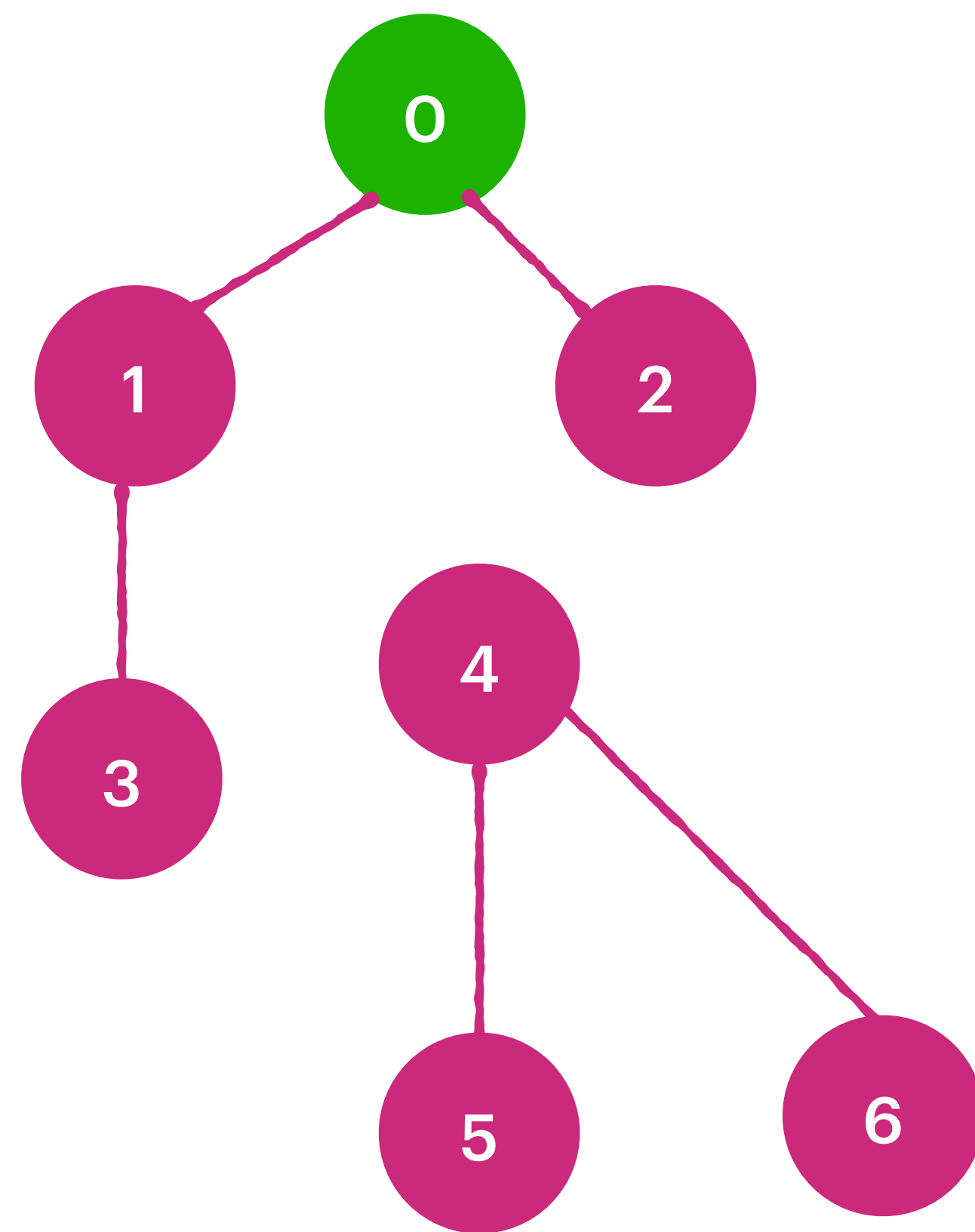


Quick Find :

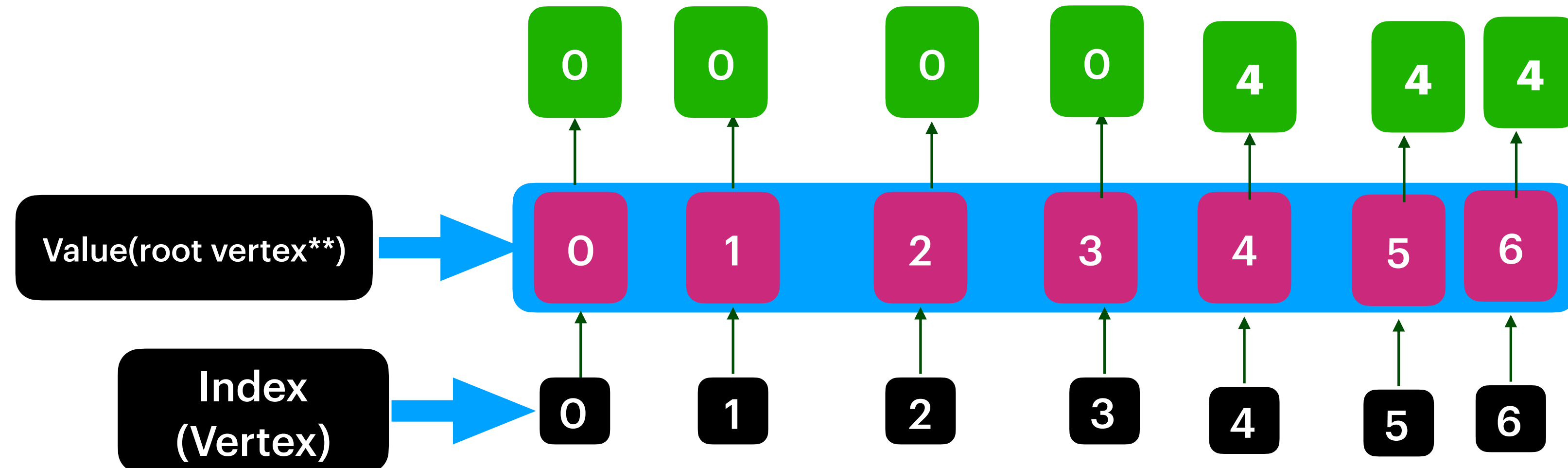


After union(0,5)





Quick Union :



union(0,1)
union(0,2)
union(1,3)
union(4,5)
union(4,6)

union(0, 1)
Int rootX = find(x); // 0
Int rootY = find(y); // 1
root[rootY] = rootX; //

After union(3,5)
Int rootX = find(3) = 0
Int rootY = find(5) = 4
root[rootY] = rootX
root[4] = 0

