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import java.util.*;
class Solution {
    public int networkDelayTime(int[][] times, int n, int k) {
        Map<Integer, Map<Integer, Integer>> outList = getGraphDetails(times);
        PriorityQueue<int[]> pq = new
PriorityQueue<> (Comparator.comparingInt(a -> a[0]));
        Set<Integer> visited = new HashSet<>();
        Map<Integer, Integer> distance = new HashMap<>();
        pq.offer(new int[]{0, k});
        distance.put(k, 0);
        while (!pq.isEmpty()) {
            int[] current = pq.poll();
            int uWeight = current[0];
            int u = current[1];
            distance.put(u, Math.min(distance.getOrDefault(u,
Integer.MAX VALUE), uWeight));
            if (!visited.contains(u)) {
                visited.add(u);
                if (outList.containsKey(u)) {
                    for (Map.Entry<Integer, Integer> entry :
outList.get(u).entrySet()) {
                        int v = entry.getKey();
                        int w = entry.getValue();
                        if (!visited.contains(v)) {
                            pq.offer(new int[]{distance.get(u) + w, v});
                    }
               }
            }
        int result =
distance.values().stream().max(Integer::compare).orElse(-1);
        return result == -1 || visited.size() < n ? -1 : result;
    private Map<Integer, Map<Integer, Integer>> getGraphDetails(int[][]
times) {
        Map<Integer, Map<Integer, Integer>> outList = new HashMap<>();
        for (int[] time : times) {
            int inVertex = time[0];
            int outVertex = time[1];
            int weight = time[2];
            outList.putIfAbsent(inVertex, new HashMap<>());
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outList.get(inVertex).put(outVertex, weight);
}

return outList;
}
```

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class Solution {
    public int[] findRedundantConnection(int[][] edges) {
        int n = edges.length;
        int[] parent = new int[n + 1];
        int[] rank = new int[n + 1];
        for (int i = 1; i \le n; i++) {
            parent[i] = i;
            rank[i] = 0;
        for (int[] edge : edges) {
            int u = edge[0];
            int v = edge[1];
            if (!union(u, v, parent, rank)) {
                return edge;
        }
        return new int[0];
    private int find(int x, int[] parent) {
        if (parent[x] != x) {
            parent[x] = find(parent[x], parent);
        return parent[x];
    private boolean union(int x, int y, int[] parent, int[] rank) {
        int rootX = find(x, parent);
        int rootY = find(y, parent);
        if (rootX != rootY) {
            if (rank[rootX] > rank[rootY]) {
                parent[rootY] = rootX;
            } else if (rank[rootX] < rank[rootY]) {</pre>
                parent[rootX] = rootY;
            } else {
                parent[rootY] = rootX;
                rank[rootX]++;
            return true;
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}
return false;
}
```

```
import java.util.*;
class Solution {
    public int minCostConnectPoints(int[][] points) {
        PriorityQueue<int[]> edgePQ = new
PriorityQueue<> (Comparator.comparingInt(a -> a[0]));
        for (int i = 0; i < points.length; <math>i++) {
            for (int j = i + 1; j < points.length; <math>j++) {
                 int distance = Math.abs(points[i][0] - points[j][0]) +
Math.abs(points[i][1] - points[j][1]);
                 edgePQ.offer(new int[]{distance, i, j});
        }
        int[] parent = new int[points.length];
        int[] rank = new int[points.length];
        for (int i = 0; i < points.length; i++) {</pre>
            parent[i] = i;
            rank[i] = 0;
        int find(int x) {
            if (parent[x] != x) {
                parent[x] = find(parent[x]);
            return parent[x];
        }
        boolean union(int x, int y) {
            int rootX = find(x);
            int rootY = find(y);
            if (rootX != rootY) {
                if (rank[rootX] > rank[rootY]) {
                    parent[rootY] = rootX;
                 } else if (rank[rootX] < rank[rootY]) {</pre>
                     parent[rootX] = rootY;
                 } else {
                     parent[rootY] = rootX;
                     rank[rootX]++;
                return true;
            return false;
        int totalCost = 0;
```

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int edgesUsed = 0;
while (!edgePQ.isEmpty() && edgesUsed < points.length - 1) {
    int[] edge = edgePQ.poll();
    int cost = edge[0], u = edge[1], v = edge[2];
    if (union(u, v)) {
        totalCost += cost;
        edgesUsed++;
    }
}
return totalCost;
}</pre>
```