











void union (mt u, int v) ? if (s[u] < s[v]) 3[u] = s[u] + s[v]; s[v] = 4; s[v] = S[u] + s[v] Int find (mt u) & find the parent. x = S[x]; let's say & belong to set 4 and 10 belongs to set 4, if 5, and 10 have and edge between them then it will form an cycles. So if two nodes belong to some set then don't.
Connect them otherwise it will form the cycle.