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#include <iostream>
#include <vector>
#include <unordered_set>
using namespace std;

void dfs(int start, vector<int>* edges, int n, unordered_set<int>& visited,
unordered_set<int> * component) {
    visited.insert(start);
    component->insert(start);
    vector<int>::iterator it = edges[start].begin();
    for (;it != edges[start].end(); it++) {
        int i = *it;
        if (visited.count(i) > 0) {
            continue;
        }
        dfs(i, edges,n, visited, component);
    }
}

unordered_set<unordered_set<int>*>* getComponents(vector<int>* edges, int n) {
    unordered_set<int> visited;
    unordered_set<unordered_set<int>*>* output = new unordered_set<unordered_set<int>*>();
    for (int i = 0; i < n; i++) {
        if (visited.count(i) == 0) {
            unordered_set<int> * component = new unordered_set<int>();
            dfs(i, edges,n, visited, component);
            output->insert(component);
        }
    }
    return output;
}

int main() {
    int n;
    cin >> n;
    vector<int>* edges = new vector<int>[n];
    int m;
    cin >> m;
    for (int i = 0; i < m; i++) {
        int j, k;
        cin >> j >> k;
        edges[j - 1].push_back(k - 1);
        edges[k - 1].push_back(j - 1);
    }
    unordered_set<unordered_set<int>*>* components = getComponents(edges, n);
    unordered_set<unordered_set<int>*>::iterator it = components->begin();
    while (it != components->end()) {
        unordered_set<int>* component = *it;
```

```
unordered_set<int>::iterator it2 = component->begin();
while (it2 != component->end()) {
    cout << *it2 + 1 << " ";
    it2++;
}
cout << endl;
delete component;
it++;
}
delete components;
delete edges;
}
```