

Author

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Part1

Implementation

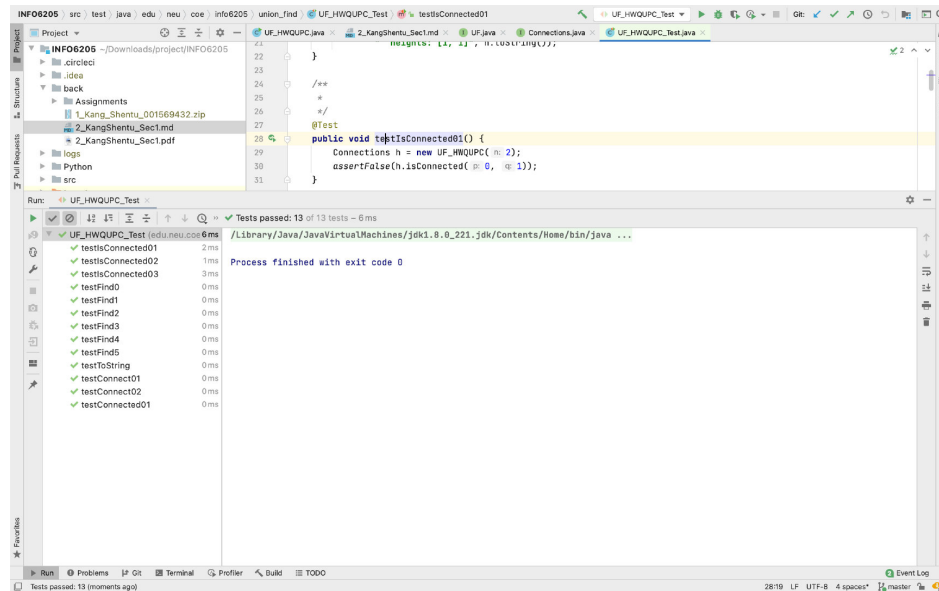
```
// 1. find method
public int find(int p) {
    validate(p);
    int root = p;
    while (root != getParent(root)) {
        if (pathCompression) {
            doPathCompression(root);
        }
        root = getParent(root);
    }
    return root;
}

// 2. mergeComponents
private void mergeComponents(int i, int j) {
    // TO BE IMPLEMENTED make shorter root point to
    // taller one
    if (height[i] < height[j]) {
        updateParent(i, j);
        updateHeight(j, i);
    } else {
        updateParent(j, i);
        updateHeight(i, j);
    }
}

// 3. doPathCompression
private void doPathCompression(int i) {
    // TO BE IMPLEMENTED update parent to value of
    // grandparent
    updateParent(i, getParent(getParent(i)));
}
```

```
}
```

Screenshot



Part2

Implementation

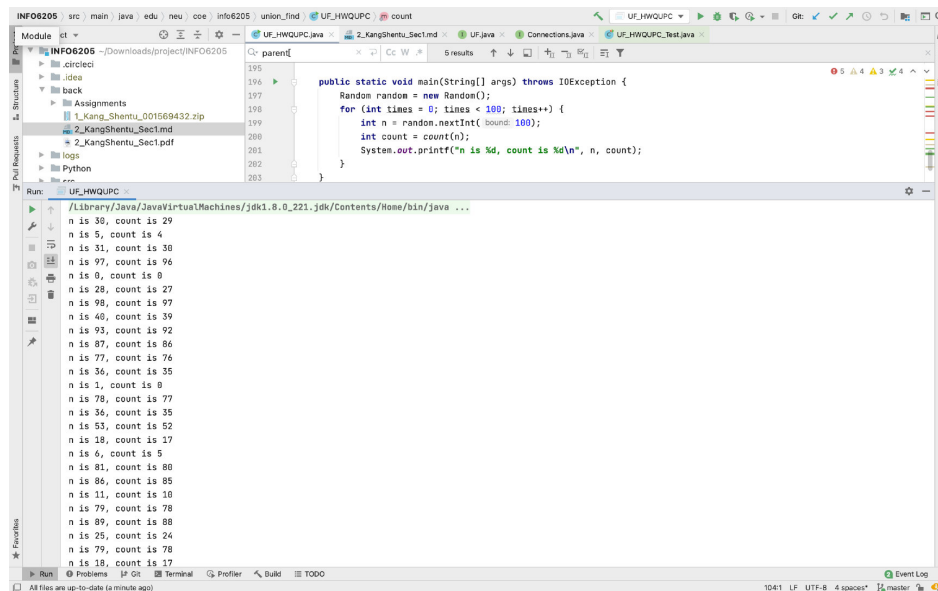
```
/**
 * @param n the number of sites
 * @return the number of connections
 */
private static int count(int n) {
    UF_HWQUPC client = new UF_HWQUPC(n);
    int count = 0;
    for (int i = 0; i < n; i++) {
        for (int j = i; j < n; j++) {
            if (!client.isConnected(i, j)) {
                client.union(i, j);
                count++;
            }
        }
    }
    return count;
}
```

```

    public static void main(String[] args) throws
IOException {
        Random random = new Random();
        for (int times = 0; times < 100; times++) {
            int n = random.nextInt(100);
            int count = count(n);
            System.out.printf("n is %d, count is %d\n",
n, count);
        }
    }
}

```

Screenshot



Part3

Relationship

N is the number of objects and M is the number of pairs generated to accomplish the requirement.

$$M = N - 1$$

For the purpose of connecting all sites, each site should connect a certain site, to more specific, the site which has the biggest value.

So the conclusion is obvious.

