Percolation.

We model a percolation system using an n-by-n grid of sites. Each site is either open or blocked. A full site is an open site that can be connected to an open site in the top row via a chain of neighboring (left, right, up, down) open sites. We say the system percolates if there is a full site in the bottom row. In other words, a system percolates if we fill all open sites connected to the top row and that process fills some open site on the bottom row.
Write a program to check grid percolates or not. Use CC to solve this problem.

public class	CC	
	CC(Graph G)	*preprocessing constructor*
boolean	connected(int v, int w)	*are* v *and* w *connected?*
int	count()	*number of connected components*
int	id(int v)	*component identifier for* v (*between* 0 *and* count()-1)

Input:
First line of the input denotes size of the grid (N).
from second line of input denotes indexes of grid that are open.

Output:
print true if grid can percolates else false

Note:
Index values of grid will be from 1 to N(size of grid) (both inclusive).