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The function takes the number of vertices n and number of edges e first.

Then we take list of edges as input.

Then the function: min_cut

The loop runs while n > 2.

1. Random Selection:

   - We used the rand function for generating a random index

2. Contraction (Merging):

   - The selected edge is removed from the list.

   - Then we iterates through the entire edgeLlist and replace all v with u of selected edge.

4. Self-Loop Removal:

   - After merging, the code iterates through the list again to remove edges where u == v.

Once the loop finishes (only 2 vertices left), the size of the remaining edge list is returned.