

Task Scheduler

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👤 Person	A Ally Hyeseong Kim
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References

Task Scheduler - LeetCode

Task Scheduler - Given a characters array tasks, representing the tasks a CPU needs to do, where each letter represents a different task. You may not repeat the same task again until k units of time have elapsed. Return the minimum number of units of time that you need to complete all the tasks. If there is no way to complete all the tasks, return -1.

🔗 <https://leetcode.com/problems/task-scheduler/>



파이썬 알고리즘 인터뷰

2021 세종도서 학술부문 선정작. 현업과 실무에 유용한 주요 알고리즘 이론을 깊숙이 이해하고, 파이썬의 핵심 기능과 문법까지 상세하게 이해할 수 있는 취업용 코딩 테스트를 위한 완벽 가이드

🔗 <https://www.aladin.co.kr/shop/wproduct.aspx?ItemId=245495826>



References

1. Greedy Algorithm

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```
class Solution:
    def leastInterval(self, tasks: List[str], n: int) -> int:

        task_count = collections.Counter(tasks)

        answer = 0
        while True:
            count = 0
```

```

        for key in task_count.most_common(n + 1):
            count += 1
            answer += 1
            task_count.subtract(key)

        task_count += collections.Counter()

    if not task_count:
        break

    answer += n - count + 1

return answer

```

- `collections.Counter()`:

- `counter.most_common(num)` : `value` 값이 큰 `(key, value)` 부터 차례대로 `num` 개 추출
- `counter.subtract(element)` : `counter` - `element`
- `counter + collections.Counter()` : 0 이하인 `value` 를 가지는 `(key, value)` 를 제거