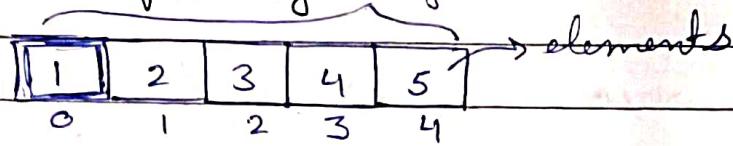


## Lecture 12 (Arrays 1)

→ What is array?

- data structure which stores a collection of homogeneous items
- contiguous memory.

→ Representation of Array length



0-indexed

{ index → location of every element }

→ Syntax for array declaration

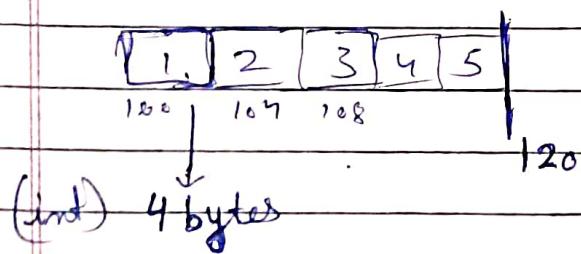
datatype arrayname [array size]

int array [5]

initialize it ⇒ int array [ ] = { 1, 2, 3, 4, 5 }

→ Memory allocations in Arrays → contiguous

↳ consecutive block  
of memory



→ Arrays Types:-

- Single Dimensional or one-Dimensional Array
- Multidimensional Array

$$4 \times 4 = 16$$

→ Size operation in arrays:- int array [ ] = { 1, 2, 3, 4 } ;

length → sizeof (array) → 16 / sizeof (array[0]) → 4

Jab bhi array ~~ko~~ print karwa toh usse initialize  
garur karna nhi toh jo bhi garbage value  
present hogi array me vo print hoga.

To avoid this

- (\*) → Printing array using loop.

```
int array[] = {1, 2, 3, 4};
```

```
int size = sizeof(array) / sizeof(array[0]);
```

→ // for loop

```
for (int i = 0; i < size; i++) {  
    cout << array[i] << endl;  
}
```

→ // for each loop

```
for (int ele : array) {  
    cout << ele << endl; // traverse every element  
}
```

→ // While loop

```
int idx = 0  
while (idx < size) {  
    cout << array[idx] << endl;  
    idx++;  
}
```

- (\*) Taking input for array:-

```
int n; // no. of elements in array  
(cin >> n);
```

Any datatype  
→ char array[n];

```
for (int i = 0; i < n; i++) { // for loop  
    (cin >> array[i]);  
}
```

3

```
for (int i=0; i<n; i++) {
    cout << array[i] << endl " ";
}
```

```
for (int element : array) { // for each loop
    cin >> element;
}
```

```
for (int i=0; i<n; i++) {
    cout << array[i] << " ";
}
```

Q3) calculate the sum of all elements in the given array.

Sol)

```
int main() {
    int arr[4] = {1, 2, 3, 4};
    int size = sizeof(arr) / sizeof(arr[0]);
    int sum = 0;
    for (int i=0; i<size; i++) {
        sum += arr[i];
    }
    cout << sum << endl;
    return 0;
}
```

Q4) Find the max. value out of all the elements in the array.

```
int arr[5] = {3, 7, 18, 9, 11}
int max = arr[0]
for (int i=0; i<5; i++) {
    if (arr[i] > max) {
        max = arr[i]
    }
}
cout << max << endl;
```

## ★ Linear Search:

Q: Search if a given element is present in the array or not. If it is not present then return -1 else return index.

Sol:

```
int arr[5] = {3, 9, 18, 11, 7};  
int item = 11;  
int ans = -1;  
for (int i = 0; i < 5; i++) {  
    if (arr[i] == item) {  
        ans = i;  
        break;  
    }  
}  
cout << ans << endl;  
return 0;
```

## Lecture - 13 (Arrays - 2)

### ★ Vectors in C++

→ dynamic arrays → resize when insert / delete elements

→ contiguous memory

### ⇒ Basic operations in vectors:-

#### 1) Declaration

#include <vector>

vector <datatype> Vectorname;

(or) Vector <datatype> Vectorname (size);

e.g. Vector <int> V;

## 2) Size :-

V.size() → length

eg:- 

1	2	3	4
---	---	---	---

→ V.size() = 4

## 3) Resize :-

V.resize(new size);

eg:- V.resize(8);

V.size() = ~~8~~ 8.

## 4) Capacity :-

V.capacity()

Capacity ≥ size
-----------------

{ Note:- capacity hamseha}

2 ki powers me  
increase kartihota hai (jab ek-2  
element add karlete  
hain)→ But jab resize  
karbate hai to  
compiler kacche  
increase karti hai,

vector&lt;int&gt; v      size = 0

capacity = e

v[1]      size = 1, capacity = 1

v[1][2]      size = 2, capacity = 2

v[1][2][3]      size = 3, capacity = 4

v[1][2][3][4][5]      size = 5, capacity = 8

## 5) Add elements :-

→ V.pushback(element)

2	3	4	5	.
---	---	---	---	---

V.pushback(5)

2	3	4	5	.
---	---	---	---	---

→ V.insert(position, element)↓  
relative to position of  
first element.

V.begin()

V.end()

2	3	4		1
---	---	---	--	---

V. insert ( V.begin() + 2, 5)

2	3	5	4	
---	---	---	---	--

(1) (2)

### 6) Delete Elements

→ V. pop-back()

{ delete element from end }

Add kiya  
yahan Del.

→ V. erase (position)

↓  
relative to start / end  
position of vector

Similar to  
previous eg:



Looping in Vector:- → for loop.

→ for each

→ while.

```

int main () {
    Vector<int> V;
    //for loop
    for (int i=0; i<5; i++) {
        int element;
        cin >> element;
        V.push_back(element);
        // (cin >> V[i]); (but size must be defined)
    }
    for (int i=0; i<5; i++) {
        cout << V[i] << " ";
    }
    cout << endl;
    //for each loop
    for (int ele: V) {
        cout << ele << " ";
    }
    cout << endl << "
```

// while loop

```
int idn = 0;
while (idn < V.size()) {
    cout << V[idn + 7] << " ";
}
return 0;
```

}

Q1 Find the last occurrence of an element  $x$  in a given array.

Ans) int main() {

    vector<int> V[6];

    for (int i=0; i<6; i++) {

        cin >> V[i];

}

    cout << "Enter x:";

    int x;

    cin >> x;

    int occurrence = -1; V.size()

    for (int i=0; i < V.size(); i++) { for (int i=V.size()-1; i>=0; i-)

        if (V[i] == x) {

            occurrence = i;

}

        if (V[i] == x) {

            occurrence = i;

            break;

    cout << occurrence << endl;

    return 0;

}

Q → Count the no. of occurrences of a particular element  $x$ .

Soln → int main() {

    vector <int> v[6];

    input → vector;

    input →  $x$ ; int occurrence = 0;

    for (int i=0; i < v.size(); i++) {

        if ( $v[i] == x$ ) {

            occurrence++;

}

}

    cout << occurrence << endl;

    return 0;

}

Q → Count the no. of elements strictly greater than value  $x$

int count = 0;

for (int i=0; i < v.size(); i++) {

    if ( $v[i] > x$ ) {

        count++;

}

}

cout << count << endl;

Q → Check if the given array is sorted or not.

Logic

$a[i] > a[i-1]$

1	2	3	4	5
$i-1 < i$				Ascending order

Sol → int array = {1, 2, 3, 4, 5, 6};

    bool sortedflag = true;

    for (int i=0; i < 6; i++) {

        if (array[i] <= array[i-1]) {

            sortedflag = false;

}

}

cout << sortedflag << endl;

Q Find the difference b/w the sum of elements at even indices to the sum of elements at odd indices.

Sol: int main() {

int arr[] = {1, 2, 3, 4, 5, 6};

int sum = 0;

for (int i = 0; i < 6; i++) {

If (arr[i] % 2 == 0) {

sum += arr[i];

}

else {

sum -= arr[i];

}

cout << sum << endl;

return 0;

}

Lecture - 14

(Arrays - 3)

(Practice Session)

Q Find the total no. of pairs in the array whose sum is equal to the given value of x.

Sol → int array = {3, 4, 6, 7, 1};

int targetsum = 7;

int size = 5; pair = 0;

for (int i = 0; i < size; i++) {

for (int j = i + 1; j < size; j++) {

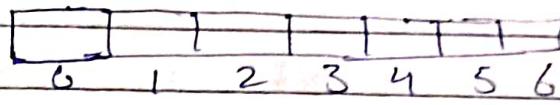
If (array[i] + array[j] = targetsum) {

pairs++;

}

}

cout << pairs << endl;



(even sum - odd sum)

sum + even - odd  
i.e., sum - sum

Q → Count the no. of triplets whose sum is equal to the given value  $x$ .

Sol: int arr[] = {3, 1, 2, 4, 0, 6};

int targetsum = 6;

int size = 6;

for (int i=0; i<size; i++) {

    for (int j=i+1; j<size; j++) {

        for (int k=j+1; k<size; k++) {

            if (arr[i] + arr[j] + arr[k] == targetsum) {

                triplets++;

            }

        }

    }

cout << triplets << endl;

### ① Pattern: Array Manipulation

②

Q → Find the unique no. in a given array where all the elements are being repeated twice with one value being unique.

Sol: int arr[] = {2, 3, 1, 3, 2, 4, 1};

int size = 7;

for (int i=0; i<size; i++) {

    for (int j=i+1; j<size; j++) {

        if (arr[i] == arr[j]) {

            arr[i] = arr[j] = -1;

        }

    }

}

```

for (int i=0; i<size; i++) {
    if (array[i]>c) {
        unique (out << array[i] << endl);
    }
}
return 0;
}

```

Q3 Find second largest element in the given array

- Same as finding max element two times.
- 1) Find max element and manipulate it by given value (-1)
- 2) Again find max element (second largest element) of array

{ Hint: Make a funct. to find max. Element }

(i) (index of) then  $a[i] = -1$

#include<iostream>

Using namespace std;

```

int largestelement (int array[], int size) {
    int maxc = INT_MIN; (INT_MIN) // min. int. in C++
    for (int i=0; i<size; i++) {
        if (array[i] > maxc) {
            maxc = array[i]; maxindex = i;
        }
    }
    return maxindex;
}

```

again on  
Next page

Q3 If duplicates of largest elements are also present in array:-

The all of these duplicates are also manipulated by applying loop. as shown on next page

# include <iostream>

using namespace std;

```
int largestElementIndex (int arr[], int size) {
```

```
    int max = INTMIN;
```

```
    int maxIndex = -1;
```

```
    for (int i=0; i<size; i++) {
```

```
        if (arr[i] > max) {
```

```
            max = arr[i];
```

```
            maxIndex = i;
```

```
}
```

```
}
```

```
    return maxIndex;
```

```
}
```

```
int main () {
```

```
    int arr[] = {2, 3, 5, 7, 6, 1, 7};
```

```
    int indexoflargest = largestElementIndex(arr, 7);
```

```
    cout << arr[indexoflargest] << endl;
```

```
// arr[indexoflargest] = -1;
```

```
    int indexofsecondlargest = largestElementIndex(arr, 7);
```

```
    cout << arr[indexofsecondlargest] << endl;
```

```
    return 0;
```

```
}
```

Q23 → On largestElement = arr [indexoflargest]:

```
for (int i=0; i<7; i++) {
```

```
    if (arr[i] == largestElement) {
```

```
        arr[i] = -1;
```

```
}
```

```
}
```

## Another Method For Same Question

→ // 2, 3, 5, 7, 6, 1, 2

// max = ?

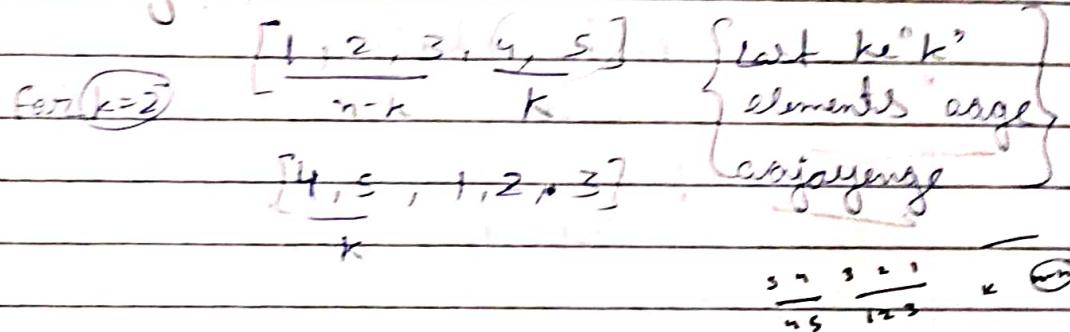
// ~~if~~ if ( $a[i] > \text{max}$ ) max =  $a[i]$

// Second-max = ?

// if ( $a[i] > \text{second\_max}$  &&  $a[i] \neq \text{max}$ ) second\\_max  
=  $a[i]$

Ques Rotate the given array 'a' by k steps, where k is non-negative.

Note:- k can be greater than n as well where n is the size of array 'a'.



Sol: int main () {

int array [] = {1, 2, 3, 4, 5};

int n = 5;

int k = 3;

// k can be greater than n.

k = k % n;

int ansarray [5];

int i = 0;

// inserting last k elements in k array

for (int i = n - k; i < n; i++) {

ansarray [i + t] = array [i];

// inserting all n-k elements in ans array

for (int i = 0; i < k; i++) {

ansarray [i + t] = array [i];

```

for (int i=0; i<n; i++) {
    cout << ansarray[i] << " ";
}
cout << endl;
return 0;
}

```

(or) By using ~~reverse~~ ~~V.begin(), V.end()~~

```

#include <iostream>
#include <vector>
using namespace std;
int main() {
    vector<int> v;
    v.push_back(1);
    v.push_back(2);
    v.push_back(3);
    v.push_back(4);
    v.push_back(5);
    int K=2;
    K = K%v.size();
}

```

reverse(V.begin(), V.end());

1 5 4 3 2 1

reverse(V.begin(), V.begin() + K);

4 5 B 3 1

reverse(V.begin() + K, V.end());

4 5 1 2 3

```

for (int a:v) {
    cout << a << " ";
}
cout << endl;

```

Q → Given Q queries, check if the given no. is present in the array or not.

Note: Value of all the elements in the array is less than 10 to the power 5.

int main () {  
 int n;  
 cin >> n;  
 vector<int> V(n);  
 for (int i = 0; i < n; i++) {  
 cin >> V[i];  
 }

Steps

- 1) Vector input
- 2) freq[V[i]] ++
- 3) q(query) input
- 4) freq[query] output

const int N = 1e5 + 10; //  $10^5$   
 vector<int> freq(N, 0);  
 for (int i = 0; i < n; i++) {  
 freq[V[i]]++;  
 }

cout << "Enter queries:";

int q;

cin >> q;

while (q--) {

int queryelement;

cin >> queryelement;

cout << freq[queryelement] << endl;

}

return 0;

(\*) Summary :-

1) Target sum

2) Array Manipulation

3) Rotate by k steps

4) Queries  $\rightarrow$  frequency array

## Lecture - 15 (Problem Session - 2)

Q1) Sort an array consisting of only 0s and 1s.

Ans:

```
#include <iostream>
```

```
#include <vector>
```

Using namespace std;

```
Void sortzeroesandones (Vector<int> &v) {
```

```
    int zeroes_count = 0;
```

```
    for (int ele : v) {
```

```
        if (ele == 0) {
```

```
            zeroes_count++;
```

```
}
```

```
}
```

```
for (int i=0; i < v.size(); i++) {
```

```
    if (i < zeroes_count) {
```

```
        v[i] = 0;
```

```
}
```

```
else {
```

```
    v[i] = 1;
```

```
}
```

```
}
```

```
int main () {
```

```
    int n;
```

```
    cin >> n;
```

```
    Vector<int> v;
```

```
    for (int i=0; i < n; i++) {
```

```
        int ele; cin >> ele;
```

```
        v.push_back (ele);
```

```
}
```

```
sortzeroesandones (v);
```

~~return 0;~~

```
for (int i=0; i<n; i++) {
```

```
    cout << v[i] << " "
```

```
    } cout << endl;
```

```
return 0;
```

```
}
```

[Or]

## Pattern: Two Pointers

```
Void SortZeroesAndOnes (Vector<int>& v) {
```

```
    int left_ptr = 0;
```

```
    int right_ptr = v.size() - 1;
```

→ while (left\_ptr < right\_ptr) {

    → if (v[left\_ptr] == 1 && v[right\_ptr] == 0) {

```
        v[left_ptr + 1] = 0;
```

```
        v[right_ptr - 1] = 1;
```

```
}
```

    if (v[left\_ptr] == 0) {

```
        left_ptr++
```

    if (v[right\_ptr] == 1) {

```
        right_ptr--
```

```
}
```

return;

```
}
```

```
int main () {
```

// Same as Previous Code

```
}
```

-3, -2, -1, +1, +2, +3, +4  
~~+ -2~~      3 (4)  
 16, 9, 9

10

Q2 Given an array of integers 'a', move all the even integers at the <sup>beginning</sup> ~~ending~~ of the array followed by all the odd integers. The relative order of odd or even integers does not matter. Return any array that satisfies the conditions.

Ans Full code similar to previous Q1 code  
Except

Void Sortby Parity (Vector<int>&V) {

while (  ) {

if (v[left\_ptr] % 2 == 1 && v[right\_ptr] % 2 == 0);  
 swap (v[left\_ptr], v[right\_ptr]);  
 left\_ptr++; right\_ptr--;

}

Same

}

Q3 Given an integer array 'a' sorted in non-decreasing order, return an array of the squares of each number sorted in non-decreasing order.

Ans

Void Sortedsquarearray (Vector<int>&v) {

vector<int> ans;

int left\_ptr = 0;

int right\_ptr = v.size() - 1;

while (left\_ptr < right\_ptr) {

if (abs(v[left\_ptr]) < abs(v[right\_ptr])) {

ans.push\_back(v[right\_ptr] \* v[right\_ptr]);

```

    right_ptr --;
}
else {
    ans.push_back(V[left_ptr] * V[left_ptr]);
    left_ptr++;
}
for (int i=c; i < v.size(); i++) {
    cout << ans[i] << " ";
}
cout << endl;
int main () {
    Same as Q1
}

```

### LECTURE - 16 Problems on arrays - 3

#### \* Pattern: Prefix Sums

Q) Given an integer array 'a', return the prefix sum / running sum in the same array without creating a new array.

Ans: void runningSum (vector<int> &v) {
 for (int i=1; i < v.size(); i++) {
 v[i] = v[i-1] + v[i];
 }
}

int main () {
 Same as Q1 (Prev. lec.)

3

7.

Q22 Check if we can partition the array into two subarrays with equal sum. More formally, check that the prefix sum of a part of the array is equal to the suffix sum of rest of the array.

Sol:

```
#include <iostream>
```

```
#include <vector>
```

```
using namespace std;
```

① Total

② Step by Step prefix

③ Suffix = Total - Prefix

④ When  $\Rightarrow$  Suffix = Prefix

⑤ Print below few

```
bool checkprefixsuffixsum (vector<int> &v) {
```

```
    int total_sum = 0
```

```
    for (int i=0; i< v.size(); i++) {
```

```
        total_sum += v[i];
```

```
}
```

```
    int prefix_sum = 0;
```

```
    for (int i=0; i< v.size(); i++) {
```

```
        prefix_sum += v[i];
```

```
        int suffix_sum = total_sum - prefix_sum;
```

```
        if (suffix_sum == prefix_sum) {
```

```
            return true;
```

```
}
```

```
    return false;
```

```
}
```

```
int main () {
```

Same as Q1 (prev. lec.)

Cout << checkprefixsuffixsum(v) << endl;

```
}
```

Q: Given an array of integers of size n. Answer q queries where you need to print the sum of values in a given range of indices from l to r (both included)

Note: The values of l and r in queries follow 1-based indexing

Ans:

```
int main() {
    int n;
    cin >> n;
    vector<int> v(n+1, 0);
    for (int i=1; i<=n; i++) {
        cin >> v[i];
    }
}
```

// calculate prefix sum array

```
for (int i=1; i<=n; i++) {
    v[i] += v[i-1];
}
```

```
int q;
```

```
cin >> q;
```

```
while (q--) {
```

```
    int l, r;
```

```
    int ans = 0;
```

// ans = prefix\_sumarray[r] - prefix\_sumarray[l-1]

```
    ans = v[r] - v[l-1];
```

```
    cout << ans << endl;
}
```

```
return 0;
```

1) n (input)

2) Vector (input)

3) prefix sum v

$v[i] += v[i-1]$

4) q (input)

5) while (q--)

ans =  $v[r] - v[l-1]$

6) cout << ans << endl

Lecture - 172 D Arrays in C++

★

Multidimensional array :-datatype array-name [size<sub>1</sub>] [size<sub>2</sub>] ... [size<sub>n</sub>]

★

2 D Array:

datatype array-name [row] [column];

 $a[i][j]$   
 ↓  
 column no.  
 ↓  
 row no.

a[2][2]

a[0][0]	a[0][1]	a[0][2]
a[1][0]	a[1][1]	a[1][2]
a[2][0]	a[2][1]	a[2][2]

a[n][m]

↳ elements  $\approx n \times m$ 

★

Methods to initialize 2 D Array :-

int array [2][3] = {1, 2, 3, 4, 5, 6};

int array [2][3] = {{1, 2, 3}, {4, 5, 6}};

⇒ 3 D Array:⇒  $3 \times 2 \times 4$ Means ⇒ 3 (2D) arrays of  $2 \times 4$ 

0

[0][0][0]	001	002	003
010	011	012	013

1

[1][0][0]	112	113
-----------	-----	-----

2

[2][0][0]	213
-----------	-----

① Taking 2D array as input

```
for (int i=0; i<row; i++) {
    for (int j=0; j<col; j++) {
        a[i][j] = cin>>arr[i][j];
    }
}
```

Q2 Why Multidimensional Arrays?

- representing grids
- faster access
- predefined size

Q3 Write a program to display multiplication of two matrices entered by the user.

logic

$[r_1 \times c_1]$	$[r_2 \times c_2]$
$i \rightarrow 0 \text{ to } r_1$	$k = r_2$
$j \rightarrow 0 \text{ to } c_2$	resultant matrix is $r_1 \times c_2$
$k \rightarrow 1 \text{ to } c_1 / r_2$	

$$\underline{a[i][j]} + \underline{A[i][k]} * \underline{B[k][j]}$$

Soln

```
int main () {
```

```
    int r1, c1;
```

```
    cin >> r1 >> c1;
```

```
    int A[r1][c1];
```

```
    for (int i=0; i<r1; i++) {
```

```
        for (int j=0; j<c1; j++) {
```

```
            cin >> A[i][j];
```

```
}
```

```

int r1, c2;
cin >> r1 >> c2;
int B[r1][c2];
for (int i=0; i<r1; i++) {
    for (int j=0; j<c2; j++) {
        cin >> B[i][j];
    }
}

```

if ( $r_1 \neq r_2$ ) {

cout << "Matrix Multiplication is not possible for  
this input" << endl;

int C[r1][c2];

for (int i=0; i<r1; i++) {  
 for (int j=0; j<c2; j++) { C[i][j] = 0;  
 for (int k=0; k<r2; k++) {  
 C[i][j] += A[i][k] \* B[k][j];
 }
 }
}

for (int i=0; i<r1; i++) {

for (int j=0; j<c2; j++) { cout << C[i][j] << " ";

cout << endl;

return 0;

Q2 ~ Write a program to display transpose of  
matrix entered by user.

Ans  $\Rightarrow$  int main () {

int n, m;

(Im  $\gg$ ) n  $\gg$  m;

int arr[n][m];

for (int i=0; i<n; i++) {

for (int j=0; j<m; j++) {

(Im  $\gg$ ) arr[i][j];

}

}

int transpose[m][n];

for (int i=0; i<m; i++) {

for (int j=0; j<n; j++) {

transpose[i][j] = arr[j][i];

}

}

for (int i=0; i<m; i++) {

for (int j=0; j<n; j++) {

cout << transpose[i][j] << " ";

} cout << endl;

}

return 0;

}

Ticks

1. Infix (2)

Lecture - 18 / Problems on 2D Arrays - II

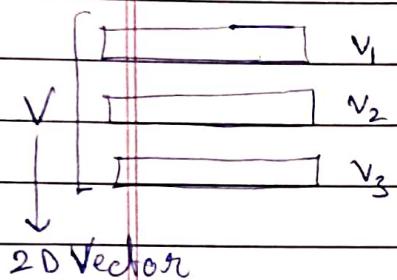
→ 2D vectors

→ Pascal's Triangle Problems



2D Vectors → Vector of Vector Datatype

Vector &lt;vector &lt;datatype&gt;&gt; Vector\_name

→ initializationVector <int> V<sub>1</sub> = {1, 2, 3}Vector <int> V<sub>2</sub> = {4, 5, 6, 7}Vector <int> V<sub>3</sub> = {6, 7}Vector <vector <int>> V = {V<sub>1</sub>, V<sub>2</sub>, V<sub>3</sub>}

{ {1, 2, 3}, {4, 5}, {6, 7} }

Vector → n × m

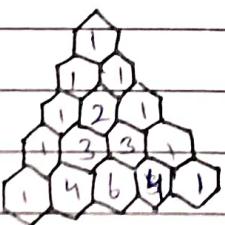
2D Vector <vector <int>> V (n, vector <int>(m));

Vector → 3 × 4 → 2D Vector → 0 values

Vector &lt;vector &lt;int&gt;&gt; V (3, vector &lt;int&gt;(4, 0));

Pascal's Triangle Problem

① columns = row\_number



- ① C<sub>0</sub>
- ② C<sub>0</sub> + C<sub>1</sub>
- ③ C<sub>0</sub> + C<sub>1</sub> + C<sub>2</sub>
- ④ C<sub>0</sub> + C<sub>1</sub> + C<sub>2</sub> + C<sub>3</sub>
- ⑤ C<sub>0</sub> + C<sub>1</sub> + C<sub>2</sub> + C<sub>3</sub> + C<sub>4</sub>

$$\textcircled{2} \quad a[i][j] = {}^i C_j$$

$$\textcircled{1} \quad {}^n C_{r_2} = \frac{n!}{r_1!(n-r_1)!}$$

$$\textcircled{3} \quad a[i][j] = a[i-1][j] + a[i-1][j-1]$$

n<sup>th</sup> row → j = 0 → n<sub>0</sub> = 1→ i = n → n<sub>n</sub> = 1

Q3 Give an integer  $n$ , return the first  $n$  rows of pascal's triangle.

```
#include <iostream>
```

```
#include <vector>
```

```
using namespace std;
```

```
&vector<vector<int>> pascalTriangle(int n) {
```

```
    vector<vector<int>> pascal(n);
```

```
    for (int i = 0; i < n; i++) {
```

```
        vector<int> &row = pascal[i];
        row.resize(i + 1);
    }
```

~~with vector::resize(i+1);~~

```
    for (int j = 0; j < i + 1; j++) {
```

```
        if (j == 0 || j == i) {
```

```
            pascal[i][j] = 1;
```

```
}
```

```
        else {
```

```
            pascal[i][j] = pascal[i - 1][j] + pascal[i - 1][j - 1];
```

```
}
```

~~}~~

~~}~~

```
    return pascal;
```

~~}~~

```
int main() {
```

```
    int n; cin >> n;
```

```
    vector<vector<int>> ans;
```

```
    ans = pascalTriangle(n);
```

```
    for (int i = 0; i < ans.size(); i++) {
```

```
        for (int j = 0; j < ans[i].size(); j++) {
```

```
            cout << ans[i][j] << " ";
```

~~{ cout << endl;~~

~~}~~ return 0;

## Lecture - 19 Advanced Problems on 2D Arrays

Q Given a boolean 2D array, where each row is sorted. Find the row with the maximum no. of 1s.

Input: row = 3, col = 4  
matrix [] = { {0, 1, 1, 1},  
{0, 0, 0, 1},  
{0, 0, 0, 1} }  
Output: 0

	0	1	2	3
0	0	1	1	1
1	0	0	0	1
2	0	0	0	1

0<sup>th</sup> row; first occurrence of 1 = 1  
no. of ones = columns - index  
= 4 - 1 = 3

Ans: #include <iostream>

using namespace std;

int maximumOneRow(vector<vector<int>> &v) {

```

int maxOnes = INT_MIN;
int maxOneRow = -1;
int columns = v[0].size();
for (int i = 0; i < v.size(); i++) {
    for (int j = 0; j < v[i].size(); j++) {
        if (v[i][j] == 1) {
            int numberOnes = columns - j;
            if (numberOnes > maxOnes) {
                maxOnes = numberOnes;
                maxOneRow = i;
            }
        }
    }
}
return maxOneRow;

```

break; ← for column value loop  
 see below pane  
 k line

```

int main() {
    int n, m;
    cin >> n >> m;
    vector<vector<int>> Vec(n, vector<int>(m));
    for (int i=0; i<n; i++) {
        for (int j=0; j<m; j++) {
            cin >> Vec[i][j];
        }
    }
    int res = maximumOneRow(Vec);
    cout << res << endl;
    return 0;
}

```

22114

→ To find: left most one (Same Question)

7

```

int leftmostOneRow(vector<vector<int>& v) {
    int leftmostOne = -1;
    int maxonesRow = -1;
    int j = v[0].size() - 1;

```

// finding leftmost one in 0<sup>th</sup> Row.

```
while (j >= 0 && v[0][j] == 1) {
```

```
    leftmostOne = j;
```

```
    maxonesRow = 0;
```

```
j--;
```

3

// check in rest of the rows if we can find a one left to the leftmost one

```
for (int i=1;
```

J phle hi kam ho chuka hai or ab Jo bh  
'check honge Vo J se piche honge)

```
for (int i=1; i<v.size(); i++) {  
    while (j>0 && v[i][j]==1) {  
        → leftmost one = j;  
        j--;  
        maxonesRow = i;  
    }  
}  
return maxonesRow;
```

Q ⇒ Given a square matrix, turn it by 90 degrees in a clockwise direction without using any extra space.

1 2 3  
4 5 6  
7 8 9      ⇒      7 4 1  
                  8 5 2  
                  9 6 3

$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix}$  → transpose  $\begin{bmatrix} 1 & 4 & 7 \\ 2 & 5 & 8 \\ 3 & 6 & 9 \end{bmatrix}$

reverse  
every  
row

Input:- {{1,2,3}, {4,5,6}, {7,8,9}}

Output:- {{7,4,1}, {8,5,2}, {9,6,3}}

$\begin{bmatrix} 7 & 4 & 1 \\ 8 & 5 & 2 \\ 9 & 6 & 3 \end{bmatrix}$  → Ans

Ans → #include <iostream>  
using namespace std;

```
Void rotatearray (vector<vector<int>> &Vec) {
```

```
int n = Vec.size();
```

// transpose

```
for (int i=0; i<n; i++) {  
    for (int j=0; j<i; j++) {  
        swap (Vec[i][j], Vec[j][i]);  
    }
```

// reverse every row

```
for (int i=0; i<n; i++) {
```

```
    reverse (Vec[i].begin(), Vec[i].end());
```

```
    return;
```

- 1) input
- 2) vector form
- 3) vector input
- 4) function call
- 5) vec (Point)

```
int main () {
```

```
    int n;
```

```
    cin >> n;
```

```
    Vector<Vector<int>> Vec (n, Vector<int>(n));
```

```
    for (int i=0; i<n; i++) {
```

```
        for (int j=0; j<n; j++) {
```

```
            cin >> Vec[i][j];
```

```
}
```

```
}
```

rotatearray (Vec);

```
    for (int i=0; i<n; i++) {
```

```
        for (int j=0; j<n; j++) {
```

```
            cout << Vec[i][j] << " ";
```

```
        } cout << endl;
```

```
}
```

return 0;

```
}
```

for (int i=0; i<n; i++) {

for (int j=0; j<n; j++) {

## Lecture - 20 Advanced Problems on 2D Arrays - 3

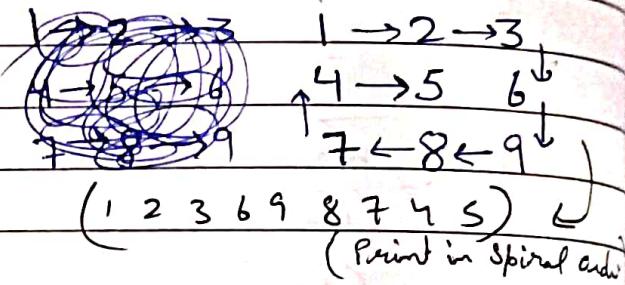
### Pattern: Spiral Matrix

Q Given an  $n \times m$  matrix 'a', return all elements of the matrix in spiral order.

Sol.  $\Rightarrow$  ~~# include <iostream>~~

~~# include <vector>~~

Using namespace std;



Void SpiralOrder (Vector<Vector<int>> &matrix) {

int left = 0;

int right = matrix[0].size() - 1;

int top = 0;

int bottom = matrix.size() - 1;

int direction = 0;

while (~~top~~ left <= right && top <= bottom) {

// left  $\rightarrow$  right

if (direction == 0) {

for (int col = left; col <= right; col++) {

cout << matrix[top][col] << " ";

}

top++;

}

// top  $\rightarrow$  bottom

else if (direction == 1) {

for (int row = top; row <= bottom; row++) {

cout << matrix[row][right] << " ";

}

right--;

}

```

    // right → left
    else if (direction == 2) {
        for (int col = right; col >= left; col--) {
            cout << matrix[bottom][col] << " ";
        }
        bottom--;
    }
}

```

```

// bottom → top
else {
    for (int row = bottom; row >= top; row--) {
        cout << matrix[row][left] << " ";
    }
    left++;
}

```

```

int main() {
    int n, m;
    cin >> n >> m;
    vector<vector<int>> matrix(n, vector<int>(m));
}

```

```

for (int i = 0; i < n; i++) {
    for (int j = 0; j < m; j++) {
        cin >> matrix[i][j];
    }
}

```

```

SpiralOrder(matrix);
return 0;
}

```

①  $l \rightarrow r$      $t++$   
 ② stop to bottom     $n--$

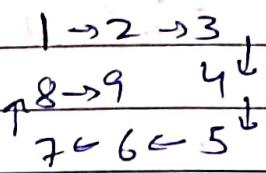
③  $t \rightarrow b$      $b++$

④  $b \rightarrow t$

directions  $\leftrightarrow (dir + 1) \% 4$

Q23

Given a positive integer  $n$ , generate an  $n \times n$  matrix filled with elements from 1 to  $n^2$  in spiral order.



Sol:

```
#include <iostream>
```

```
#include <vector>
```

```
using namespace std;
```

```
Vector<Vector<int>> createSpiralMatrix (int n) {
```

```
Vector<Vector<int>> matrix (n, Vector<int>(n));
```

```
int left = 0;
```

```
int right = n - 1;
```

```
int top = 0;
```

```
int bottom = n - 1;
```

```
int direction = 0;
```

```
int value = 1;
```

```
while (left <= right & top <= bottom) {
```

```
// left to right
```

```
if (direction == 0) {
```

```
for (int i = left; i <= right; i++) {
```

```
matrix [top][i] = value++;
```

```
} right = top + 1;
```

```
}
```

```
// top to bottom
```

```
else if (direction == 1) {
```

```
for (int j = top; j <= bottom; j++) {
```

```
matrix [j][right] = value++;
```

```
} right --
```

```
right + 1
```

// right to left

```
else if (direction == 2) {
    for (int i = right; i >= left; i--) {
        matrix[bottom][i] = value++;
    }
    bottom--;
}
```

// bottom to top

```
else {
    for (int j = bottom; j >= top; j--) {
        matrix[left][j] = value++;
    }
    left++;
}
```

direction = (direction + 1) % 4;

return matrix;

int main () {

int n;

cin >> n;

vector<vector<int>> matrix(n, vector<int>(n));

matrix = createSpiralMatrix(n)

```
for (int i = 0; i < n; i++) {
```

```
    for (int j = 0; j < n; j++) {
```

```
        cout << matrix[i][j] << " ";
```

```
    } cout << endl;
```

}

return 0;

}

## Lecture - 21 (Problems on 2D Arrays - 5)

### Pattern :- Prefix Sums in 2D Arrays

Q) Given a matrix 'a' of dimension  $n \times m$  and 2 coordinates  $(l_1, r_1)$  and  $(l_2, r_2)$ . Return the sum of the rectangle from  $(l_1, r_1)$  to  $(l_2, r_2)$ .

#### ⇒ Method 1: Brute Force

1	2	3	4
5	6	7	8
9	10	11	12

$$l_1 \leq l_2$$

$$r_1 \leq r_2$$

$$i \rightarrow l_1 \text{ to } l_2$$

$$j \rightarrow r_1 \text{ to } r_2$$

$$\text{sum} += \text{array}[i][j]$$

Sol:

```
#include <iostream>
```

```
#include <vector>
```

```
using namespace std;
```

```
int rectangleSum(vector<vector<int>> &matrix, int l1, int l2, int r1, int r2);
```

```
int sum = 0;
```

```
for (int i = l1; i <= l2; i++) {
```

```
    for (int j = r1; j <= r2; j++) {
```

```
        sum += matrix[i][j];
```

```
}
```

```
return sum;
```

```
int main () {
```

```
    int n, m;
```

```
    cin >> n >> m;
```

Vector<Vector<int>> matrix(n, Vector<int>(m));

```
for (int i=0; i < n; i++) {
    for (int j=0; j < m; j++) {
        (int) >> matrix[i][j];
    }
}
```

```
int l1, l2, r1, r2;
(lim) >> l1 >> l2 >> r1 >> r2;
```

```
for (int i=0; i < n, i++) {
    for (int j=0; j < m, j++) {
        cout << matrix[i][j] << " ";
    }
    cout << endl;
}
```

```
int sum = rectangleSum (matrix, l1, l2, r1, r2)
cout << "Sum: " << endl;
return 0;
}
```

~~Method 2 :-~~ Pre-calculating the horizontal sum  
for each row in the matrix.

int sum = int rectangleSum (vector<vector<int>> &matrix,
int l1, int l2, int r1, int r2) {
for (int i=0; i < matrix.size(); i++) {
 int sum = 0
 // prefix sum array Row-wise
 for (int j=0; j < matrix[i].size(); j++) {
 for (int k=0; k < matrix[i][j].size(); k++) {
 matrix[i][j][k] = matrix[i][j][k] + matrix[i][j][k-1]
 }
 }
}
}

```
for (int i = l1; i <= l2; i++) {
```

~~if~~

```
if (r1 != 0) {
```

```
sum += matrix[i][r2] - matrix[i][r1 - 1];
```

{}

```
else {
```

```
sum += matrix[i][r2];
```

{}

{}

```
return sum;
```

```
int main() {
```

```
Same {
```

{}

1	2	3	4
---	---	---	---

5	6	7	8
---	---	---	---

9	10	11	12
---	----	----	----

1	3	6	10
---	---	---	----

5	11	18	26
---	----	----	----

9	19	30	42
---	----	----	----

1	3	6	10
---	---	---	----

6	14	24	36
---	----	----	----

15	33	54	78
----	----	----	----

Matrix

M-1

prefix Rowwise

(M-2)

both → Row column

(M-3)

\* Method 3:- Prefix Sum over Columns and Rows

(M-3)

both

			$(l_1, r_2)$
	$l_1, r_1$		
$(l_2, r_1)$		$l_2, r_2$	

$$\text{Sum} = \text{arr}[l_1][r_2]$$

$$- \text{arr}[l_1-1][r_2]$$

$$- \text{arr}[l_2][r_1-1]$$

$$+ \text{arr}[l_1-1][r_1-1]$$

{ Kisi 2 barre minus hoga hai }  
 Ek bar horizontal sum / Ek bar vertical sum }

$\text{arr}[l][r]$  → rectangle sum from  $(0, 0)$  to  $(l, r)$

Code  $\rightarrow$  Same Almost Same

int rectangleSum( )

int sum=0

// prefix Sum array row wise

Rowwise

// prefix Sum array column wise

for (int i=0; i < matrix.size(); i++) {

for (int j=0; j < matrix[0].size(); j++) {

matrix[i][j] += matrix[i-1][j];

}

}

// prefix sum 2D array (print)

for (int i=0; i < matrix.size(); i++) {

for (int j=0; j < matrix[0].size(); j++) {

cout << matrix[i][j];

} cout << endl;

}

int dcfSum = 0, leftSum = 0, topLeftSum = 0;

int

? if ( $l_1 = 0$ ) topSum = matrix [ $l_1 - 1$ ][ $r_2$ ];

? if ( $r_1 = 0$ ) leftSum = matrix [ $l_2$ ][ $r_2 - 1$ ];

? if ( $l_1 = 0 \& r_1 = 0$ ) topLeftSum = matrix [ $l_1 - 1$ ][ $r_2 - 1$ ];

sum = matrix [ $l_2$ ][ $r_2$ ] - topSum - leftSum + topLeftSum

return sum;

?

int main () {

Same

{