

2209. Minimum White Tiles After Covering With Carpets

Description

You are given a **0-indexed binary** string `floor`, which represents the colors of tiles on a floor:

- `floor[i] = '0'` denotes that the `ith` tile of the floor is colored **black**.
- On the other hand, `floor[i] = '1'` denotes that the `ith` tile of the floor is colored **white**.

You are also given `numCarpets` and `carpetLen`. You have `numCarpets` **black** carpets, each of length `carpetLen` tiles. Cover the tiles with the given carpets such that the number of **white** tiles still visible is **minimum**. Carpets may overlap one another.

Return *the minimum number of white tiles still visible*.

Example 1:



Input: `floor = "10110101"`, `numCarpets = 2`, `carpetLen = 2`

Output: `2`

Explanation:

The figure above shows one way of covering the tiles with the carpets such that only 2 white tiles are visible. No other way of covering the tiles with the carpets can leave less than 2 white tiles visible.

Example 2:



Input: `floor = "11111"`, `numCarpets = 2`, `carpetLen = 3`

Output: `0`

Explanation:

The figure above shows one way of covering the tiles with the carpets such that no white tiles are visible. Note that the carpets are able to overlap one another.

Constraints:

- `1 <= carpetLen <= floor.length <= 1000`
- `floor[i]` is either `'0'` or `'1'`.
- `1 <= numCarpets <= 1000`

