

573. Squirrel Simulation

Description

You are given two integers `height` and `width` representing a garden of size `height x width` . You are also given:

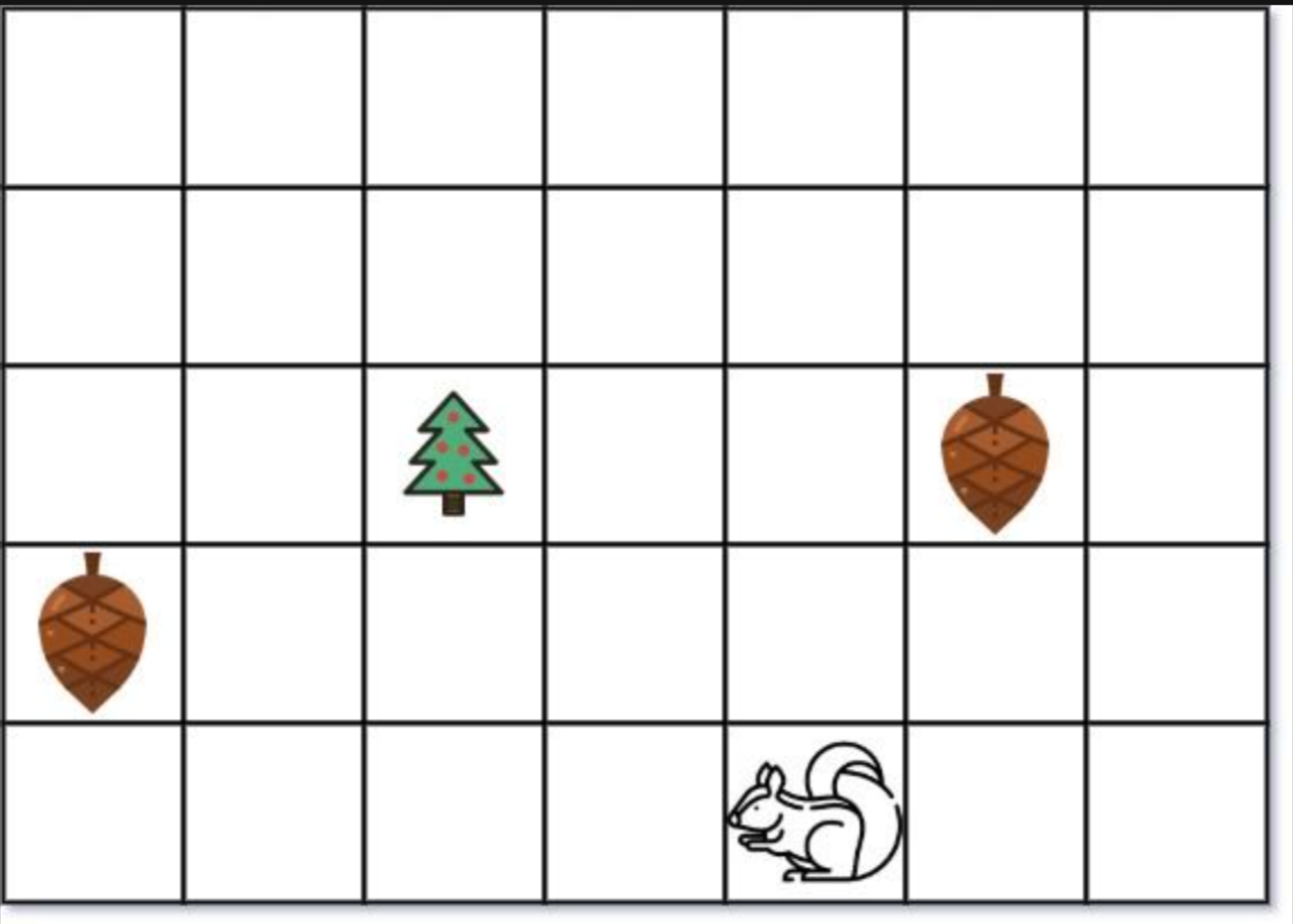
- an array `tree` where `tree = [treer, treec]` is the position of the tree in the garden,
- an array `squirrel` where `squirrel = [squirrelr, squirrelc]` is the position of the squirrel in the garden,
- and an array `nuts` where `nuts[i] = [nuti_r, nuti_c]` is the position of the `ith` nut in the garden.

The squirrel can only take at most one nut at one time and can move in four directions: up, down, left, and right, to the adjacent cell.

Return *the **minimal distance** for the squirrel to collect all the nuts and put them under the tree one by one* .

The **distance** is the number of moves.

Example 1:



Input: height = 5, width = 7, tree = [2,2], squirrel = [4,4], nuts = [[3,0], [2,5]]
Output: 12
Explanation: The squirrel should go to the nut at [2, 5] first to achieve a minimal distance.

Example 2:



Input: height = 1, width = 3, tree = [0,1], squirrel = [0,0], nuts = [[0,2]]
Output: 3

Constraints:

- `1 <= height, width <= 100`
- `tree.length == 2`
- `squirrel.length == 2`
- `1 <= nuts.length <= 5000`
- `nuts[i].length == 2`
- `0 <= treer, squirrelr, nuti_r <= height`
- `0 <= treec, squirrelc, nuti_c <= width`

