Construct the Rectangle

For a web developer, it is very important to know how to design a web page's size. So, given a specific rectangular web page's area, your job by now is to design a rectangular web page, whose length L and width W satisfy the following requirements:

- 1. The area of the rectangular web page you designed must equal to the given target area.
- 2. The width W should not be larger than the length L, which means L >= W.
- 3. The difference between length L and width W should be as small as possible.

You need to output the length L and the width W of the web page you designed in sequence.

Example:

Input: 4
Output: [2, 2]

Explanation: The target area is 4, and all the possible ways to construct it are [1,4], [2,2], [4,1].

But according to requirement 2, [1,4] is illegal; according to requirement 3, [4,1] is not optimal compared to [2,2]. So the length L is 2, and the width W is 2.

Note:

- 1. The given area won't exceed 10,000,000 and is a positive integer
- 2. The web page's width and length you designed must be positive integers.

Solution 1

The W is always less than or equal to the square root of area so we start searching at sqrt(area) till we find the result

```
public int[] constructRectangle(int area) {
     int w = (int)Math.sqrt(area);
while (area%w!=0) w--;
return new int[]{area/w, w};
}
```

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Solution 2

```
public int[] constructRectangle(int area) {
    int[] result = new int[2];
    if(area == 0){
        return result;
    }
    int a = (int)Math.sqrt(area);
    while(area%a != 0){
        a--;
    }
    int b = area/a;
    result[0] = b;
    result[1] = a;
    return result;
}
```

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Solution 3

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From Leetcoder.