

APP WEEK-8 HackerRank

Q. Queen's Attack II

Code:

```
def queensAttack(n, k, r_q, c_q, obstacles):
    obstacles = {(r, c) for r, c in obstacles}
    directions = [(0, 1), (0, -1), (1, 0), (-1, 0), (1, 1), (-1, -1), (1, -1), (-1, 1)]
    count = 0

    for dr, dc in directions:
        r, c = r_q + dr, c_q + dc
        while 1 <= r <= n and 1 <= c <= n and (r, c) not in obstacles:
            count += 1
            r, c = r + dr, c + dc

    return count
```

The screenshot shows the HackerRank interface. At the top, there's a navigation bar with 'HackerRank', 'Prepare', 'Certify', and 'Compete'. A search bar and user profile are on the right. Below the navigation bar, the 'Problem Solving' section is active, showing a progress bar for '235 more points to get your next star!' and a rank of 771612 with 240/475 points. The main content area lists three problems: 'Climbing the Leaderboard' (Medium, Max Score: 20, Success Rate: 59.74%), 'Non-Divisible Subset' (Medium, Max Score: 20, Success Rate: 66.61%), and 'Queen's Attack II' (Medium, Max Score: 30, Success Rate: 66.79%). Each problem has a 'Solved' button with a checkmark. On the right, there are filters for 'STATUS' (Solved, Unsolved), 'SKILLS' (Problem Solving (Intermediate), Problem Solving (Advanced), Problem Solving (Basic)), and 'DIFFICULTY' (Easy, Medium, Hard).