Last Stone Weight (/explore/challenge/card/30-day-leetcoding-challenge/529/week-2/3297/)

Submission Detail

70 / 70 test cases passed.
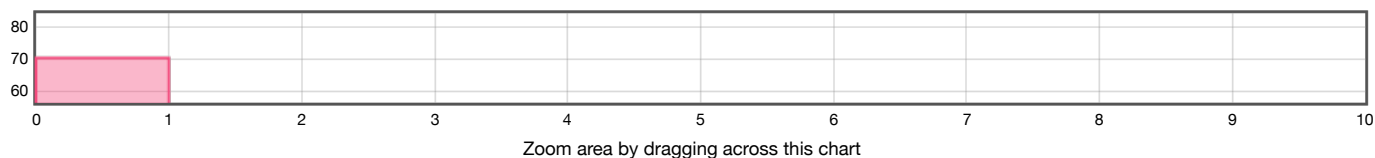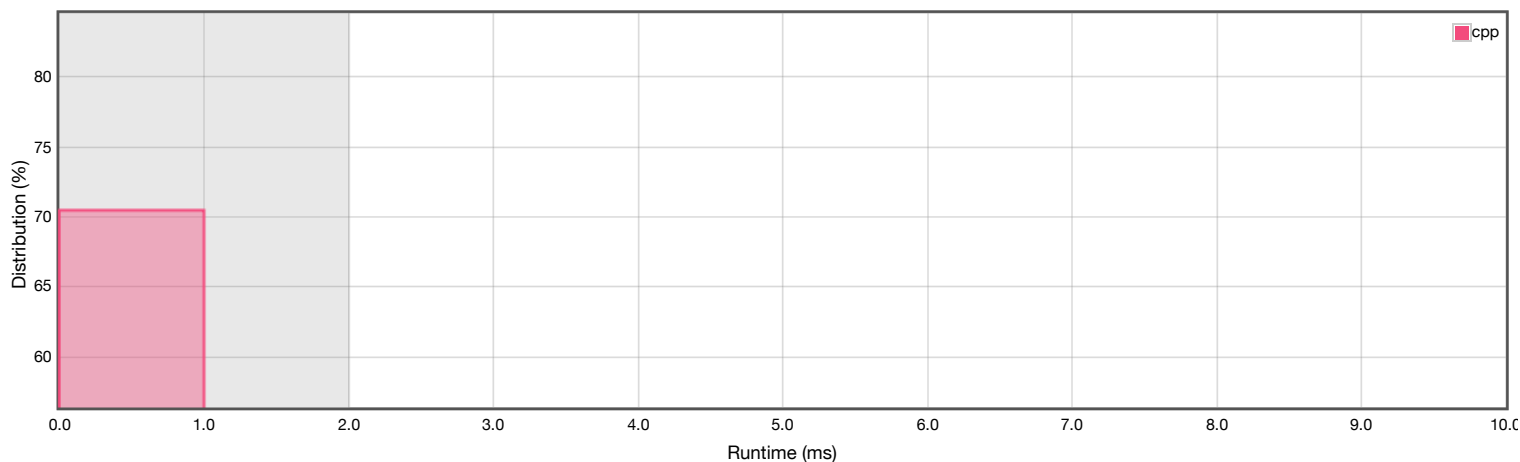
Runtime: **0 ms**
Memory Usage: **6.3 MB**

Status: Accepted

Submitted: **0 minutes ago**

Accepted Solutions Runtime Distribution

Accepted Solutions Memory Distribution

Sorry. We do not have enough accepted submissions to show distribution chart.

Invite friends to challenge **Last Stone Weight**

◄ **31**

Submitted Code: 0 minutes ago

Language: cpp

Edit Code

```cpp
class Solution {
public:
    int lastStoneWeight(vector<int>& stones) {
        // Can we return a value yet?
        if (stones.size() == 0) return 0;
        else if (stones.size() == 1) return stones[0];

        int heaviestIndex = 0;
        int heaviestValue = stones[heaviestIndex];
        int nextHeaviestIndex = 1;
        int nextHeaviestValue = stones[nextHeaviestIndex];

        // Grab 2 heaviest stones
        for (int i = 0; i < stones.size(); i++) {
            if (stones[i] >= heaviestValue and i != heaviestIndex) {
                nextHeaviestValue = heaviestValue;
```

```
17                  nextHeaviestIndex = heaviestIndex;
18                  heaviestValue = stones[i];
19                  heaviestIndex = i;
20              }
21              else if (stones[i] >= nextHeaviestValue and i != nextHeaviestIndex and i != heaviestIndex) {
22                  nextHeaviestIndex = i;
23                  nextHeaviestValue = stones[i];
24              }
25          }
26
27          // 'Smash' stones together
28          if (heaviestValue == nextHeaviestValue) {
29              // Both are destroyed
30              stones[heaviestIndex] = stones[stones.size()-1];
31              stones.pop_back();
32              stones[nextHeaviestIndex] = stones[stones.size()-1];
33              stones.pop_back();
34          } else {
35              // Smaller stone destroyed heaviest weight recalculated
36              stones[heaviestIndex] -= stones[nextHeaviestIndex];
37              stones[nextHeaviestIndex] = stones[stones.size()-1];
38              stones.pop_back();
39          }
40
41          // Recurse
42          return lastStoneWeight(stones);
43      }
44  };
```

Back to problem (/explore/challenge/card/30-day-leetcoding-challenge/529/week-2/3297/)

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