

Min Jump With +1 -1 moves

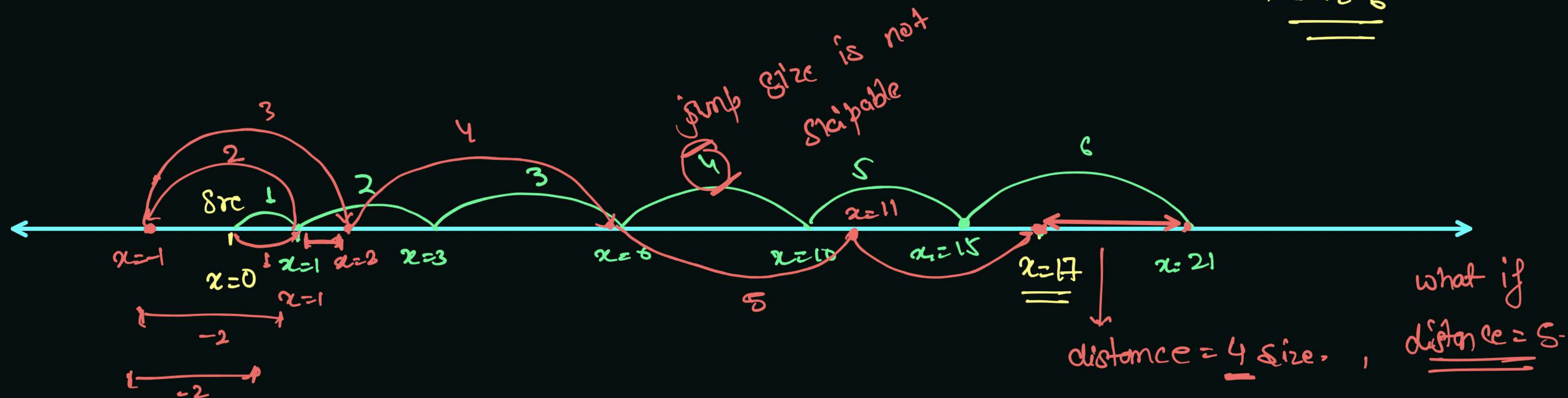
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- first allowed jump = 1 unit distance,
- consecutive jump size
- Min no. of jump.

direction → left/right
+1 Right -1 for left

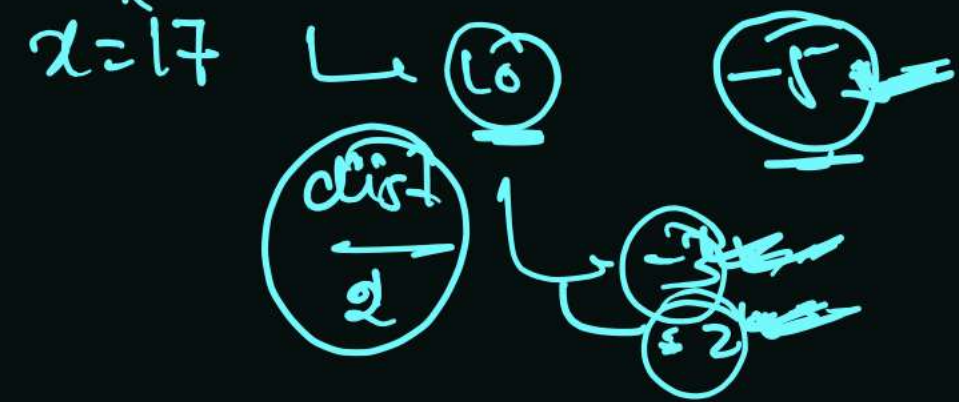
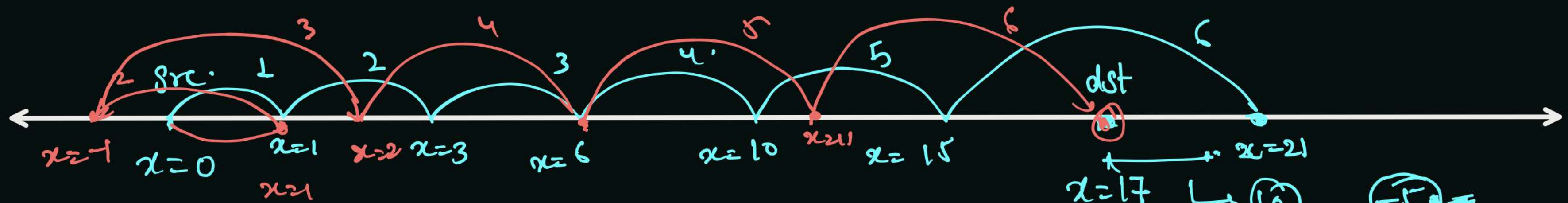
Min → Reach toward destination

Min = 5



$$= \frac{\text{distance}}{2} \text{ in opposite direction}$$

$$= \frac{4}{2} = \underline{2} \text{ — opposite direction}$$



travel continuously in forward direction.

① if dst encounter → jump count is Result] ✓

② if cross dst point →

difference of dst and point

Even

→ Jump count [crossed jump count]

odd

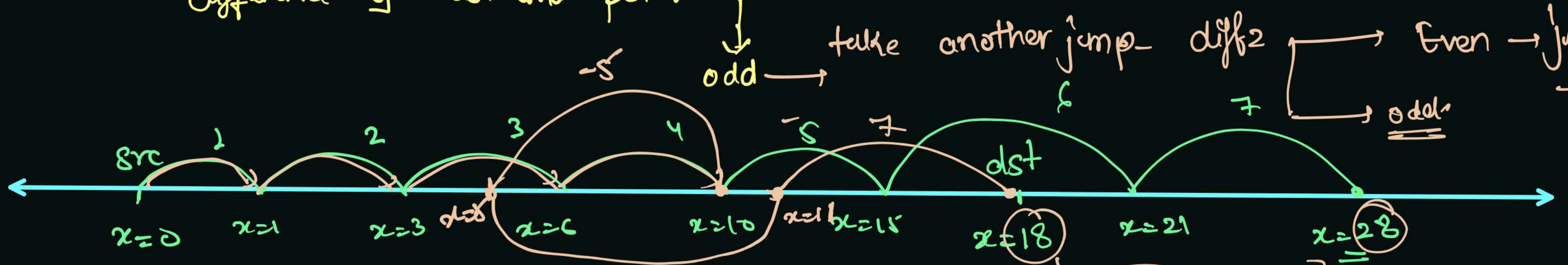
take another jump

diff 2

Even

→ jump count

odd



$\frac{\text{diff}}{2} = \frac{10}{2} = \underline{5}$ → in +ve direction

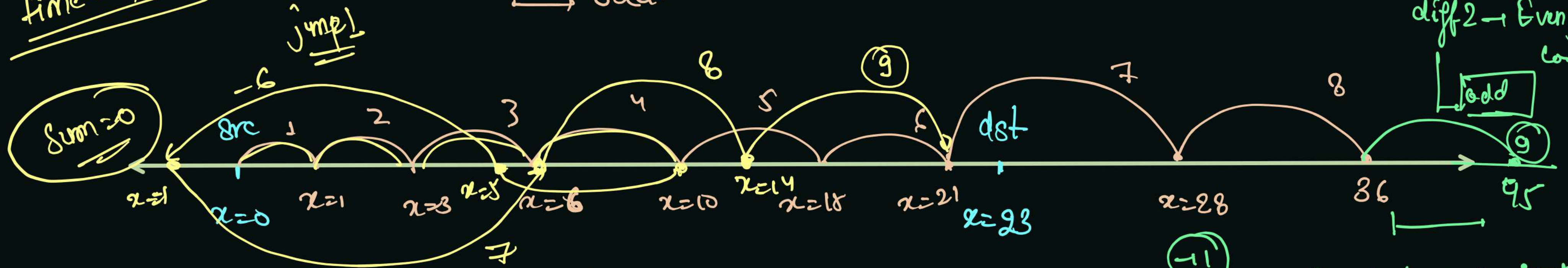
$\text{diff} = 3 \rightarrow \underline{\text{odd}}$ $\text{diff} = 28 - 18 = 10$

Code

time complexity

after diff 2 \rightarrow Even \rightarrow jump count
 \rightarrow odd

diff 1 \rightarrow Even \rightarrow jump count
 \rightarrow odd \rightarrow another jump
diff 2 \rightarrow Even jump count
 \rightarrow odd



not for coin } diff = 1 = 28 - 23 = 5 \rightarrow odd, take another jump

diff = 2 = 36 - 23 = 13 \rightarrow odd diff 2

take another jump, diff 3 = 45 - 23 = 22

$$\frac{\text{diff}_3}{2} = \frac{22}{2} = 11$$

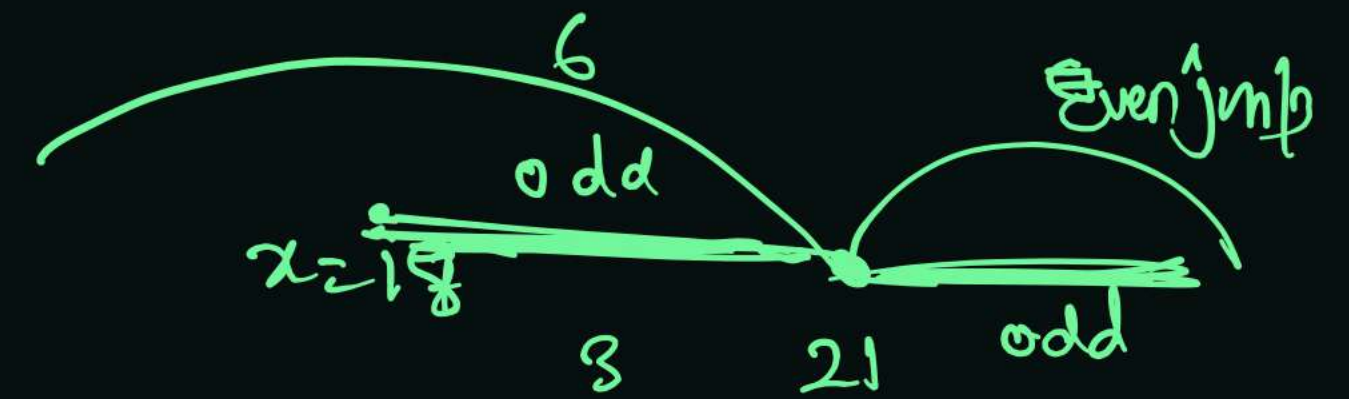
take distance in opposite direction
 \rightarrow 5, 6

diff = 5 \rightarrow
diff = 5 \rightarrow
-1, -2, -3, -4, -5
-1, -2, -3, -4, -5

11
Sum of jumps > jump
-ve jump
 \rightarrow $d_1 + d_2 + \dots + d_n$

if dist encounter \longrightarrow result jump count

diff 1 \longrightarrow Even = jump count res



odd $\xrightarrow{\text{jump} \rightarrow \text{odd}}$ (take another jump)

jump diff 2 \longrightarrow Even = jump count with extra include.

Even $\xrightarrow{\text{odd}}$ (take another jump)

odd + Even jump $\xrightarrow{\text{diff 3}}$ Even

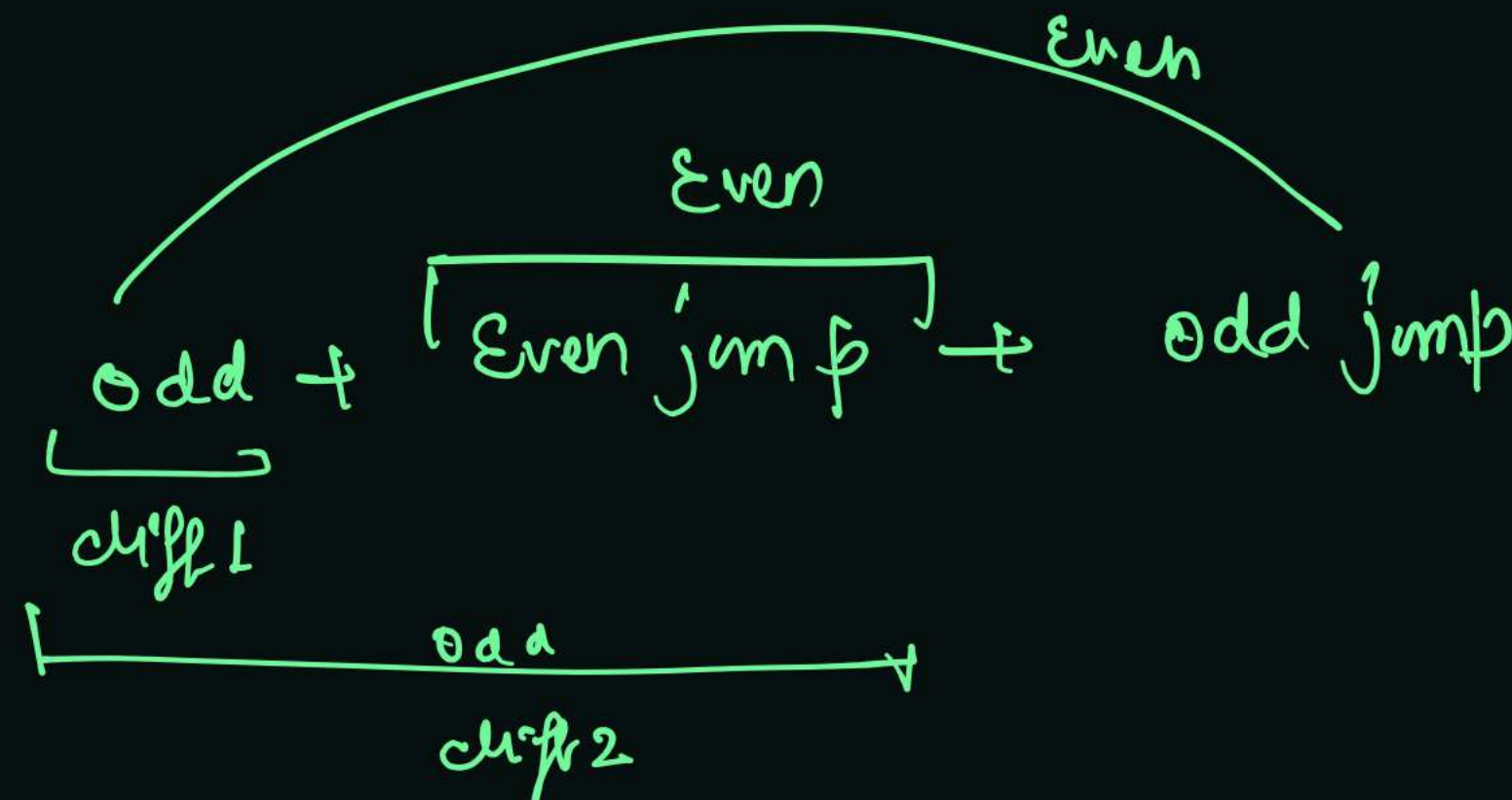
Result

Logic

odd + odd = Even

odd + Even = odd

Even + Even = Even



Even + Even = Even


```

int sum = 0;
int jump = 0;

while(sum < target) {
    jump++;
    sum += jump;
}

```

Solve for 'x',

$$\Rightarrow x \propto \sqrt{N}$$

$$0 + 1 + 2 + 3 + \dots + x^{\text{th}} \text{ term} \leq (\text{target} \equiv N)$$

find 'x', time = x

sum of first x natural no.

$$\frac{x(x+1)}{2} \leq N$$

$$x^2 + x - 2N \leq 0$$

$$x^2 + x - 2N = 0$$

$$x = \frac{-1 + \sqrt{1 + 8N}}{2}$$

$$ax^2 + bx + c = 0$$

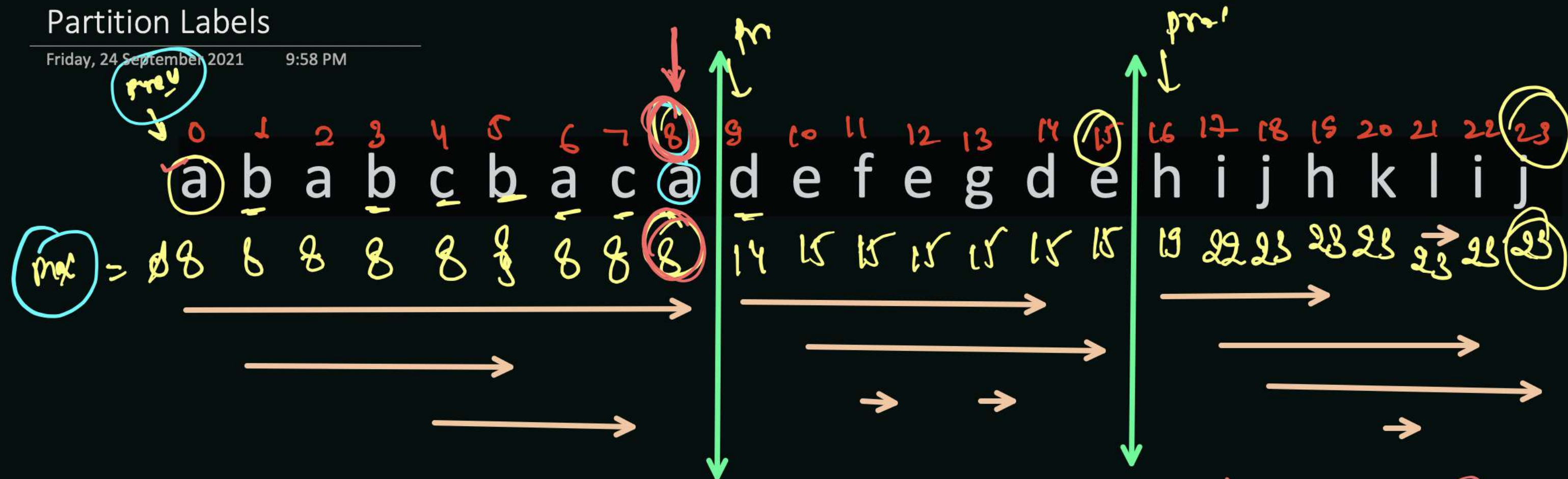
$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

$$\text{valid} = \frac{-b + \sqrt{b^2 - 4ac}}{2a}$$

$$\Rightarrow \text{Time complexity} = O(\sqrt{N})$$

Partition Labels

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⇒ max impact using
chaining
technique

Hint
Similar problem
→ chunks to

Hint
HashMap → last occurrence index
character vs. Integer

Result = [9, 7, 8]

array of
size 26

time - $O(n)$
space - constant space

HashMap $O(26)$
constant
make array
sorted 1, 2

Steps

① Iterate on string and fill last occurrence

Index of a character in hashmap.

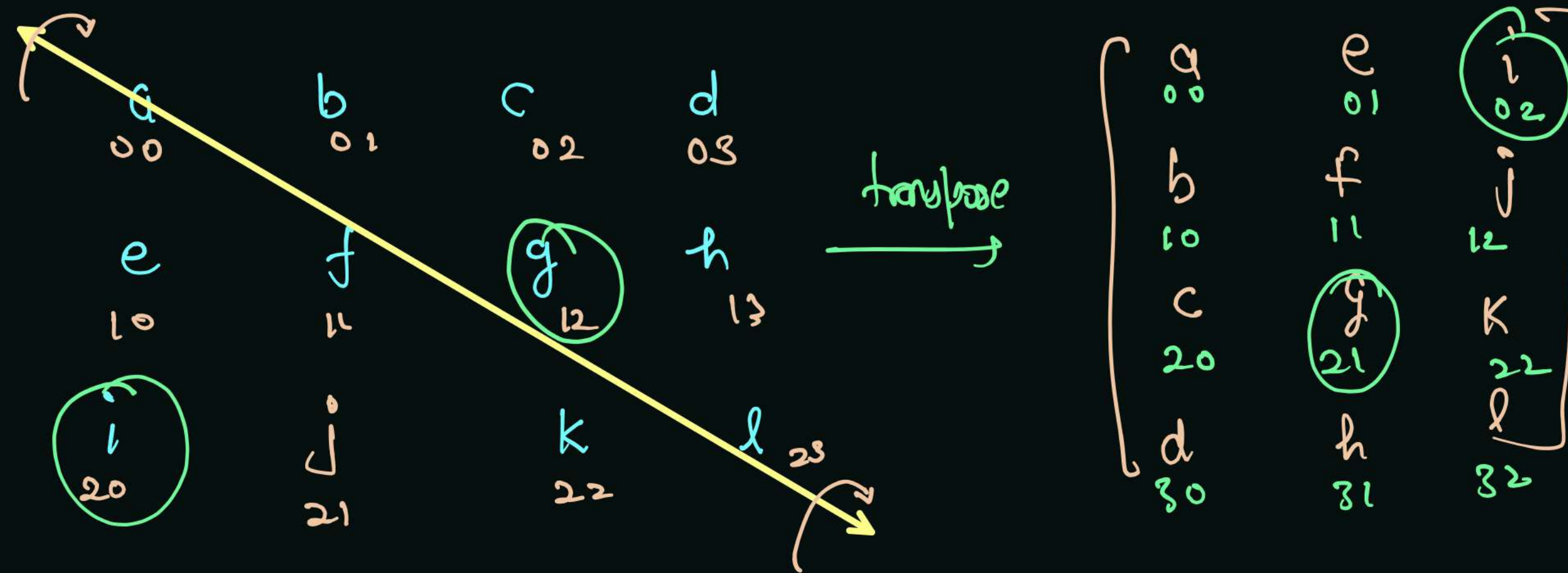
② Check max impact and if max

impact is equal to current index that
means we are at position index, range
length from that Index.

Transpose M*N Matrix

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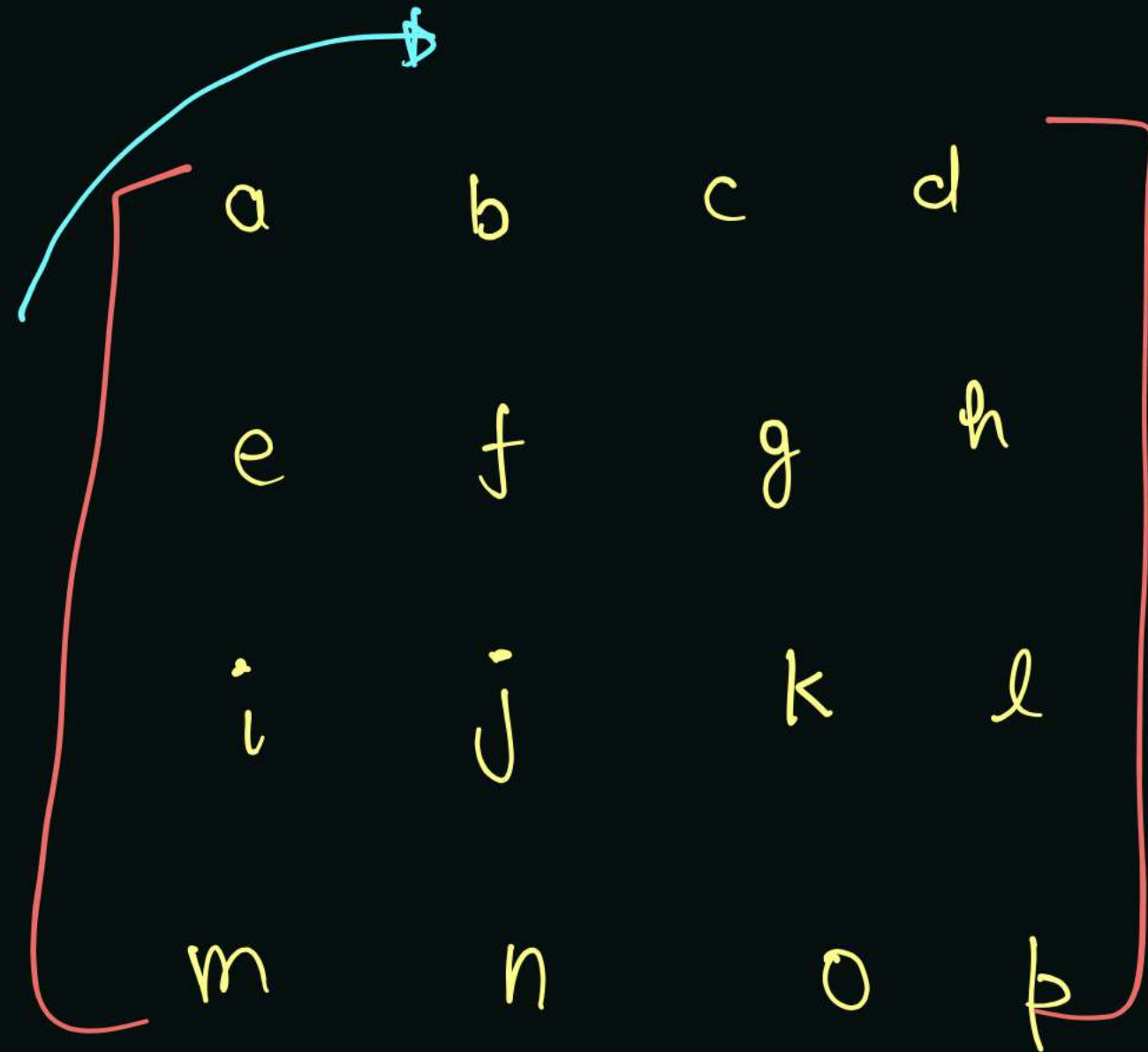
$N \times N$ \rightarrow Row and column interchange \rightarrow without swapping in it

Rotate Image

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Rotate 90° clock wise



a	b	c	d
e	f	g	h
i	j	k	l
m	n	o	p

Rotate 90° deg



m	i	e	a
n	j	f	b
o	k	g	c
p	l	h	d

Transpose

a	e	i	m
b	f	j	n
c	g	k	o
d	h	l	p

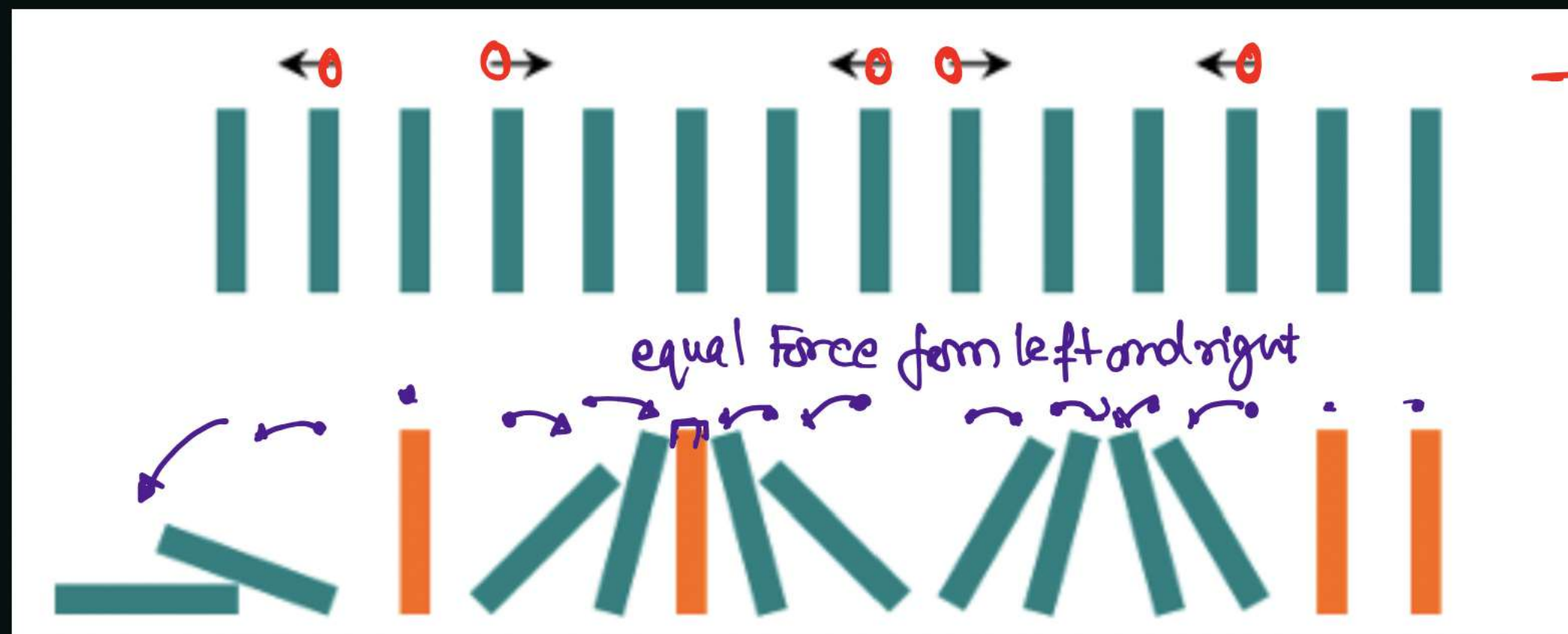
reverse every Row

Push Dominoes

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Input → " • L • R • • • L R • • L • • "



Output " L L • R R • L L R R L L • • " → Result

Cases →

① L • • • • L

② R • • • • R

③ L • • • • R

④ R • • • • L

Analyse these cases and prepare Result.

case-I

$L \dots L \rightarrow L \overset{L}{\cdot} \overset{L}{\cdot} \overset{L}{\cdot} \overset{L}{\cdot} L$

case-II

$R \dots R \rightarrow R \overset{R}{\cdot} \overset{R}{\cdot} \overset{R}{\cdot} \overset{R}{\cdot} \overset{R}{\cdot} R$

Case-III

$L \dots R \rightarrow L \dots R$

No Impact

case-IV

$R \dots L$
diff

diff =
↓

odd No. b/w R & L

stable

$R \dots L \rightarrow R \overset{R}{\cdot} \overset{R}{\cdot} \overset{R}{\cdot} \boxed{R} \overset{L}{\cdot} \overset{L}{\cdot} \overset{L}{\cdot} \overset{L}{\cdot} L$

Even No. b/w R and L

$R \dots L \rightarrow R \overset{R}{\cdot} \overset{R}{\cdot} \overset{R}{\cdot} \overset{R}{\cdot} \overset{R}{\cdot} \overset{R}{\cdot} \overset{L}{\cdot} \overset{L}{\cdot} \overset{L}{\cdot} \overset{L}{\cdot} L$

Ex' \rightarrow ① $\dots L \dots$

② $\dots R \dots$

③ $\dots L \dots R \dots$

→ Stable Dominoes. How to Manage these test cases

④ add L in left and R in right → Didn't Impact on Result.

".] L . R . . . L R . . L [. "
 0 1 2 3 4 5 6 7 8 9 10 11 12 13 \Rightarrow length = l = 14

character array of size l+2.

manually added L → L . L . R R L] L L R R . L . L]] R ← manually added R
 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

left = i;
 right = j-1;
 while (left < right)

left = R

right = L

append in string builder, then convert string builder in String
 String concatenation
 Ⓢ Final Result =

i = 0

while (arr[j] == ".")

j++;

case many error

i = j;

j = j+1;

j-i > 1

0 1
 L R
 1 1
 i j

manually added R