304. Range Sum Query 2D - Immutable

题目描述: https://leetcode.com/problems/range-sum-query-2d-immutable/

给定一个矩阵, 求(i1, j1) -> (i2, j2) 的加和。

例如:

3	0	1	4	2
5	6	3	2	1
1	2	0	s.bo	5
4	etc	0	1	7
1	0	3	0	5

 $(2,1) \rightarrow (4,3) = 8$

解题思路:

sum[i][j] 的意思是 从左上角到i,j的总和。 例如 sum[1][1] = 3; sum[i][j] = sum[i-1][j] + sum[i][j-1] + matrix[i-1][j-1] - sum[i-1][j-1]

代码:

```
class NumMatrix {
public:
                    int row = 0, col = 0;
                   vector<vector<int> > sum;
                   NumMatrix(vector<vector<int>> &matrix) {
                                       row = matrix.size();
                                       if(row > 0)
                                                          col = matrix[0].size();
                                       sum = vector<vector<int>>(row+1, vector<int>(col+1, 0));
                                       for(int i = 1; i <= row; i++) {
                                                           for(int j = 1; j <= col; j++) {
                                                                              sum[i][j] = sum[i-1][j] + sum[i][j-1] + matrix[i-1][j-1] - sum[i-1]
 ][j-1];
                                                           }
                                       }
                   }
                    int sumRegion(int row1, int col1, int row2, int col2) {
                                       return \ sum[row2+1][col2+1] \ - \ sum[row1][col2+1] \ - \ sum[row2+1][col1] \ + \ sum[row2+1][col1] \ + \ sum[row2+1][col2+1] \ - \ sum[row2+1][col2+1][col2+1] \ - \ sum[row2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col2+1][col
ow1][col1];
                   }
};
```