



## DOMAIN WINTER WINNING CAMP

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### VERY EASY

#### 1. N-th Tribonacci Number

The Tribonacci sequence  $T_n$  is defined as follows:

$T_0 = 0, T_1 = 1, T_2 = 1$ , and  $T_{n+3} = T_n + T_{n+1} + T_{n+2}$  for  $n \geq 0$ .

Given  $n$ , return the value of  $T_n$ .

**Example 1:**

**Input:**  $n = 4$

**Output:** 4

**Explanation:**

$T_3 = 0 + 1 + 1 = 2$

$T_4 = 1 + 1 + 2 = 4$

**Example2:**Input:n= 25

**Output:**1389537

**Constraints:** $0 \leq n \leq 37$

The answer is guaranteed to fit with in a 32-bit integer, ie.  $\text{answer} \leq 2^{31}-1$ .

**CODE:**

```
Def tribonacci(n:int)->int: if
    n == 0:
        return 0
    if n in (1, 2):
        return 1
    dp = [0, 1, 1]
    for i in range(3, n + 1):
        dp.append(dp[i-1]+dp[i-2]+dp[i-3])
    return dp[n]
print(tribonacci(4))
```



Output

4

=== Code Execution Successful ===

Easy

## 1. Climbing Stairs

You are climbing a staircase. It takes  $n$  steps to reach the top. Each time you can either climb 1 or 2 steps. In how many distinct ways can you climb to the top?

**Example 1: Input:  $n = 2$**

**Output: 2**

**Explanation:** There are two ways to climb to the top.

step + 1 step

2. 2 steps

**Constraints:**  $1 \leq n \leq 45$

**CODE:**

```
def climbStairs(n: int) -> int:
    if n == 1:
        return 1
    dp = [0] * (n + 1)
    dp[1], dp[2] = 1, 2
    for i in range(3, n + 1):
        dp[i] = dp[i - 1] + dp[i - 2]
    return dp[n]
```

```
print(climbStairs(2)) # Output: 2
```

Output

2

=== Code Execution Successful ===

Medium:

## 2. Longest Palindromic Substring

Given a string  $s$ , return the longest palindromic substring in  $s$ .

**Example 1: Input:  $s = \text{"babad"}$**



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Output: "bab"

Explanation: "aba" is also a valid answer.

Example 2: Input: s = "cbbd"

Output: "bb"

Constraints:  $1 \leq s.length \leq 1000$

s consists of only digits and English letters.

## CODE:

```
def longestPalindrome(s: str) -> str:
    def expand_around_center(left, right):
        while left >= 0 and right < len(s) and s[left] == s[right]:
            left -= 1
            right += 1
        return left + 1, right - 1

    start, end = 0, 0
    for i in range(len(s)):
        l1, r1 = expand_around_center(i, i)
        l2, r2 = expand_around_center(i, i + 1)
        if r1 - l1 > end - start:
            start, end = l1, r1
        if r2 - l2 > end - start:
            start, end = l2, r2
    return s[start:end + 1]

print(longestPalindrome("babad")) # Output: "bab" or "aba"
```

## Output

**bab**

=== Code Execution Successful ===

**Hard**

## 3. Maximal Rectangle

Given a rows x cols binary matrix filled with 0's and 1's, find the largest rectangle containing only 1's and return its area.



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**Example-**

1	0	1	0	0
1	0	1	1	1
1	1	1	1	1
1	0	0	1	0

**Input:**matrix=[[ "1","0","1","0","0"],[ "1","0","1","1","1"],[ "1","1","1","1","1"],[ "1","0","0","1","0"]]

**Output:**6

**Explanation:**The maximal rectangle is shown in the above picture.

**Constraints:**

rows == matrix.length

cols==matrix[i].length 1

<= row, cols <= 200

matrix[i][j]is '0' or '1'.

**CODE:**

```
def maximalRectangle(matrix):
    if not matrix:
        return 0
    def largest_histogram_area(heights):
        stack = []
        max_area = 0
        heights.append(0)
        for i, h in enumerate(heights):
            while stack and heights[stack[-1]] > h:
                height = heights[stack.pop()]
                width = i if not stack else i - stack[-1] - 1
                max_area = max(max_area, height * width)
            stack.append(i)
        return max_area
    cols = len(matrix[0])
    heights = [0] * cols
    max_area = 0
    for row in matrix:
        for j in range(cols):
            heights[j] = heights[j] + 1 if row[j] == "1" else 0
        max_area = max(max_area, largest_histogram_area(heights))
    return max_area
```



```
matrix=[["1","0","1","0","0"],["1","0","1","1","1"],["1","1","1","1","1"],  
["1","0","0","1","0"]]  
print(maximalRectangle(matrix))
```

Output

6

=== Code Execution Successful ===

**VeryHard**

## 4.CherryPickup

You are given an  $n \times n$  grid representing a field of cherries, each cell is one of three possible integers.  
0 means the cell is empty, so you can pass through,  
1 means the cell contains a cherry that you can pick up and pass through, or  
-1 means the cell contains a thorn that blocks your way.

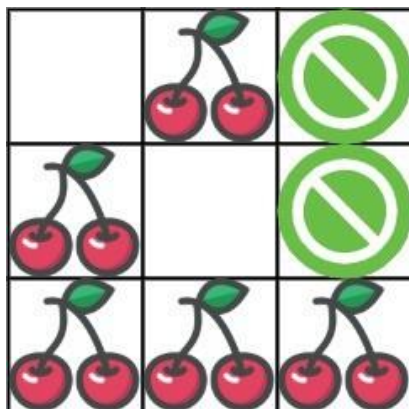
Return the maximum number of cherries you can collect by following the rules below:

Starting at the position (0, 0) and reaching (n - 1, n - 1) by moving right or down through valid path cells (cells with value 0 or 1).

After reaching (n - 1, n - 1), returning to (0, 0) by moving left or up through valid path cells.

When passing through a path cell containing a cherry, you pick it up, and the cell becomes an empty cell 0.

If there is no valid path between (0, 0) and (n - 1, n - 1), then no cherries can be collected.



Input: grid = [[0,1,-1],[1,0,-1],[1,1,1]]

Output: 5

Explanation: The player started at (0,0) and went down, down, right right to reach (2,2).



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4 cherries were picked up during this single trip, and the matrix becomes  $[[0,1,-1],[0,0,-1],[0,0,0]]$ .

Then, the player went left, up, up, left to return home, picking up one more cherry. The total number of cherries picked up is 5, and this is the maximum possible.

**Example 2:** Input: grid =  $[[1,1,-1],[1,-1,1],[-1,1,1]]$

Output: 0

**Constraints:**

$n == \text{grid.length}$

$n == \text{grid}[i].\text{length}$

$1 \leq n \leq 50$

grid[i][j] is -1, 0, or 1.

grid[0][0] != -1

grid[n-1][n-1] != -1

**CODE:**

```
def cherryPickup(grid):
    n = len(grid)
    dp = [[float('-inf')] * n for _ in range(n)]
    dp[0][0] = grid[0][0]

    for r1 in range(n):
        for c1 in range(n):
            for c2 in range(n):
                r2 = r1 + c1 - c2
                if 0 <= r2 < n and grid[r1][c1] != -1 and grid[r2][c2] != -1:
                    cherries = grid[r1][c1]
                    if c1 != c2:
                        cherries += grid[r2][c2]
                    prev = max(
                        dp[r1-1][c1][c2] if r1 > 0 else float('-inf'),
                        dp[r1][c1-1][c2] if c1 > 0 else float('-inf'),
                        dp[r1-1][c1][c2-1] if r1 > 0 and c2 > 0 else float('-inf'),
                        dp[r1][c1-1][c2-1] if c1 > 0 and c2 > 0 else float('-inf'),
                    )
                    dp[r1][c1][c2] = prev + cherries if prev != float('-inf') else float('-inf')
            return max(0, dp[n-1][n-1][n-1])

grid = [[0, 1, -1], [1, 0, -1], [1, 1, 1]]
print(cherryPickup(grid))
```



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## Output

0

```
=== Code Execution Successful ===|
```