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**Section:** FL\_IOT\_601 - A

### **Experiment-10 Solutions:-**

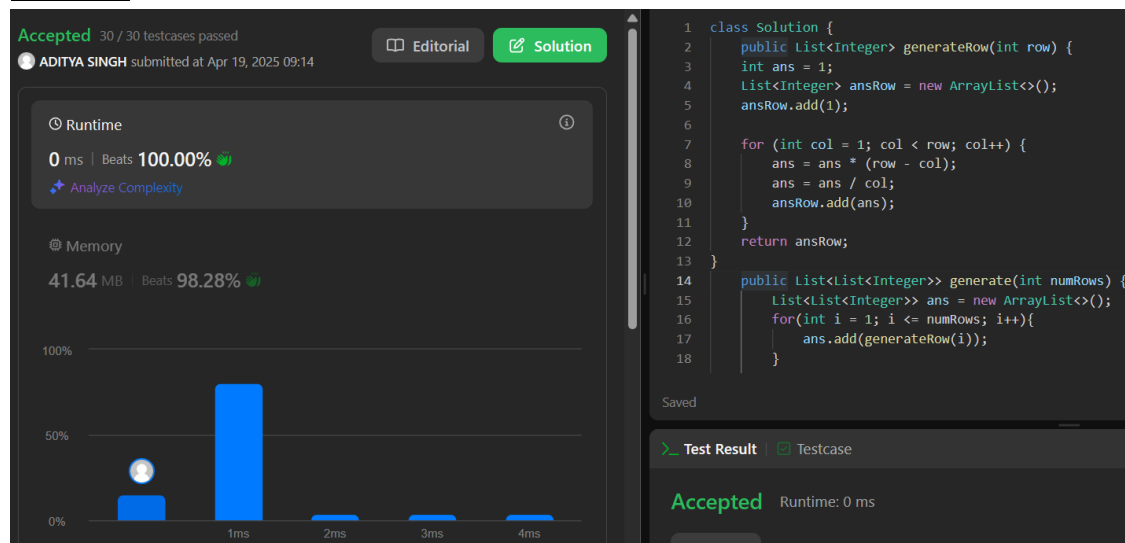
#### **1. Pascal's Triangle:-**

```
class Solution {
    public List<Integer> generateRow(int row) {
        int ans = 1;
        List<Integer> ansRow = new ArrayList<>();
        ansRow.add(1);

        for (int col = 1; col < row; col++) {
            ans = ans * (row - col);
            ans = ans / col;
            ansRow.add(ans);
        }
        return ansRow;
    }

    public List<List<Integer>> generate(int numRows) {
        List<List<Integer>> ans = new ArrayList<>();
        for(int i = 1; i <= numRows; i++){
            ans.add(generateRow(i));
        }
        return ans;
    }
}
```

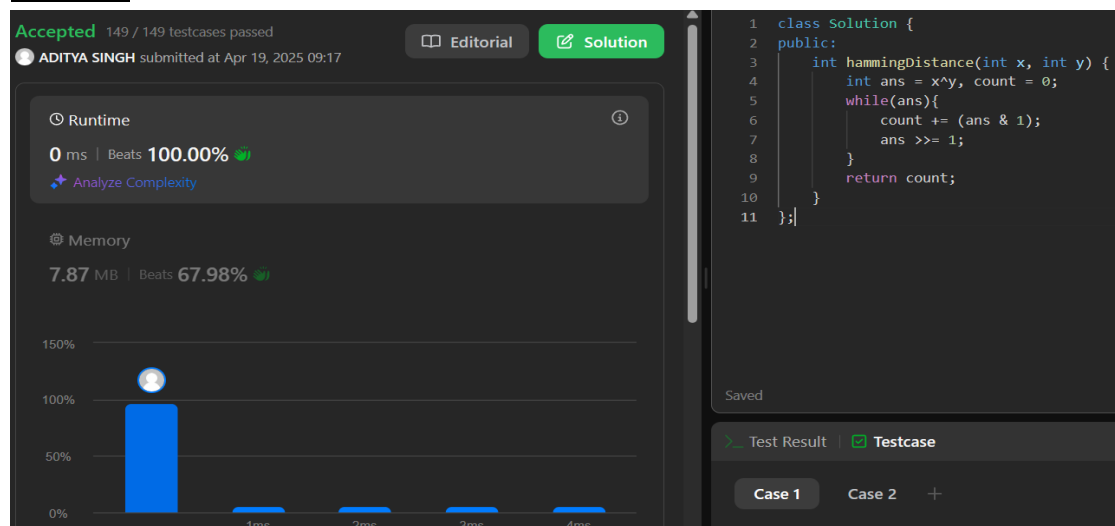
## Result:-



## 2. Hamming Distance:-

```
class Solution {
public:
    int hammingDistance(int x, int y) {
        int ans = x^y, count = 0;
        while(ans){
            count += (ans & 1);
            ans >>= 1;
        }
        return count;
    }
};
```

## Result:-



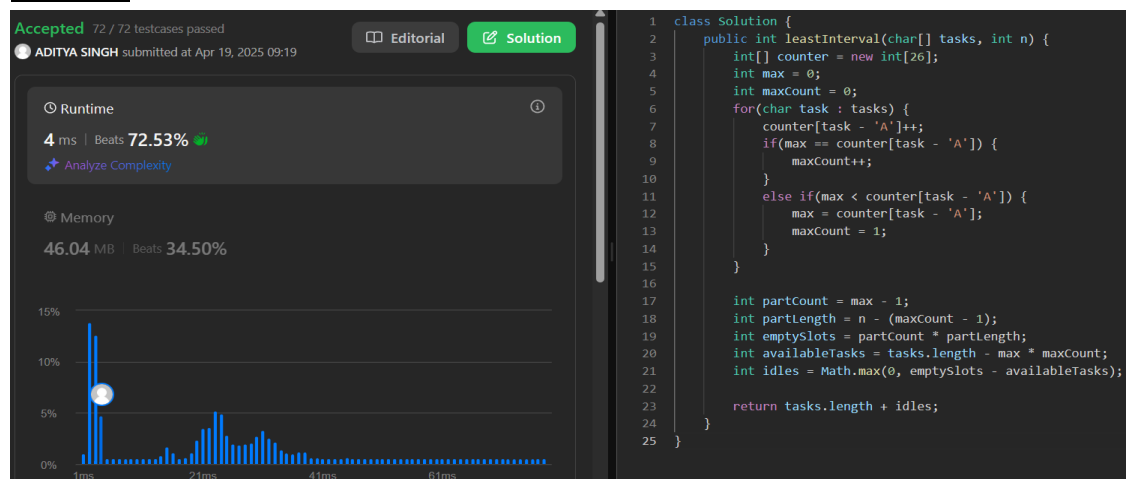
### 3. Task Scheduler:-

```
class Solution {
    public int leastInterval(char[] tasks, int n) {
        int[] counter = new int[26];
        int max = 0;
        int maxCount = 0;
        for(char task : tasks) {
            counter[task - 'A']++;
            if(max == counter[task - 'A']) {
                maxCount++;
            }
            else if(max < counter[task - 'A']) {
                max = counter[task - 'A'];
                maxCount = 1;
            }
        }

        int partCount = max - 1;
        int partLength = n - (maxCount - 1);
        int emptySlots = partCount * partLength;
        int availableTasks = tasks.length - max * maxCount;
        int idles = Math.max(0, emptySlots - availableTasks);

        return tasks.length + idles;
    }
}
```

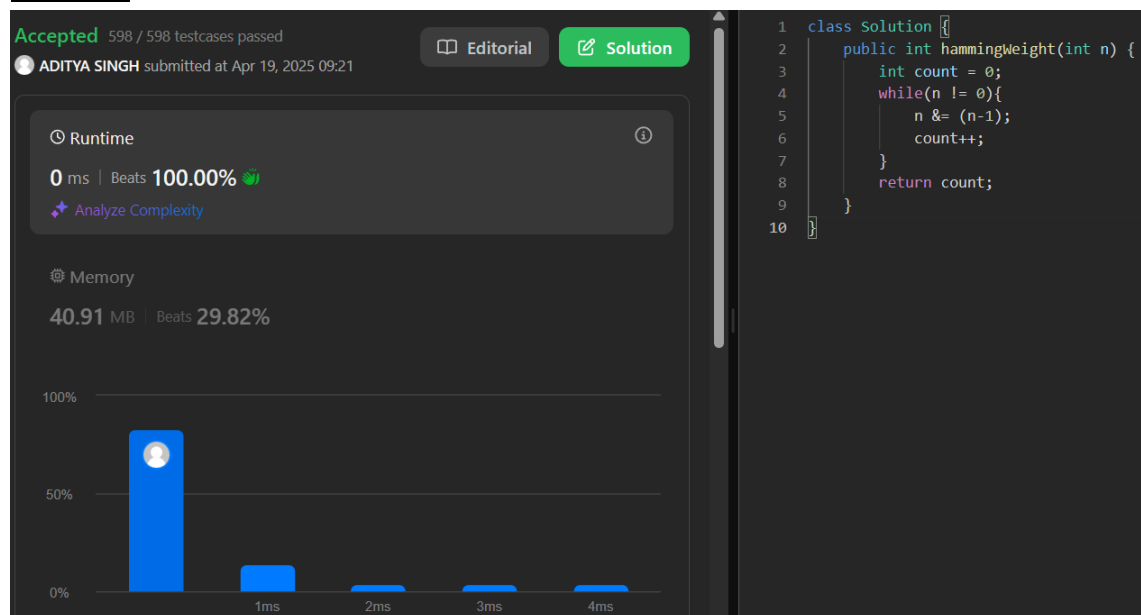
### Result:-



#### 4. Number of 1 Bits:-

```
class Solution {
    public int hammingWeight(int n) {
        int count = 0;
        while(n != 0){
            n &= (n-1);
            count++;
        }
        return count;
    }
}
```

#### Result:-



#### 5. Valid Parentheses:-

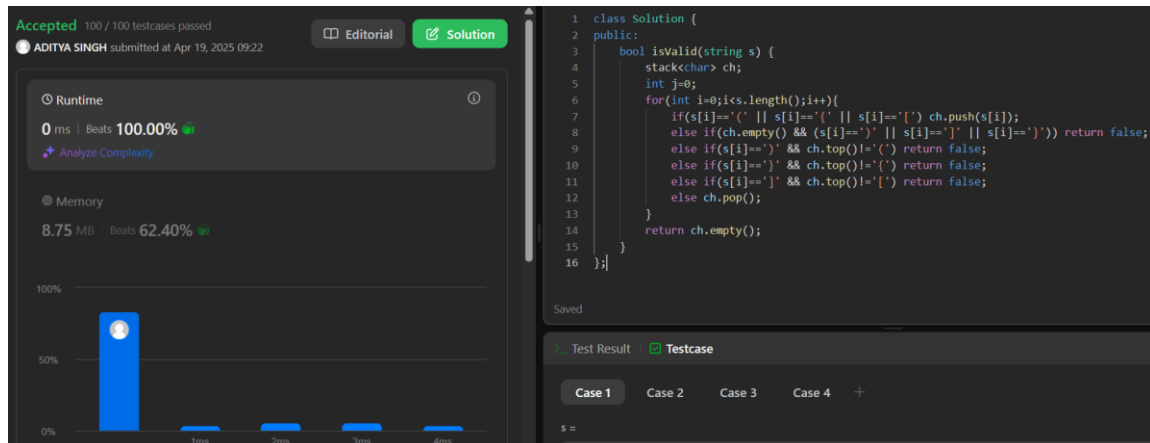
```
class Solution {
public:
    bool isValid(string s) {
        stack<char> ch;
        int j=0;
        for(int i=0;i<s.length();i++){
            if(s[i]=='(' || s[i]=='{' || s[i]=='[') ch.push(s[i]);
            else if(ch.empty() && (s[i]==')' || s[i]==']' || s[i]=='}')) return false;
            else if(s[i]==')' && ch.top()!='(') return false;
            else if(s[i]=='}' && ch.top()!='{') return false;
        }
    }
}
```

```

        else if(s[i]==']' && ch.top()!='[') return false;
        else ch.pop();
    }
    return ch.empty();
}
};

```

### Result:-



### 6. Divide Two Integers:-

```

class Solution {
public:
    int divide(int dividend, int divisor) {
        if (dividend == divisor) return 1;
        if (dividend == INT_MIN && divisor == -1) return INT_MAX;
        if (divisor == 1) return dividend;

        int sign = (dividend < 0) ^ (divisor < 0) ? -1 : 1;
        long long n = abs((long long)dividend);
        long long d = abs((long long)divisor);
        int ans = 0;

        while (n >= d) {
            int p = 0;
            while (n >= (d << p)) p++;
            p--;
            n -= (d << p);
            ans += (1 << p);
        }
        return sign == 1 ? ans : -ans;
    }
};

```

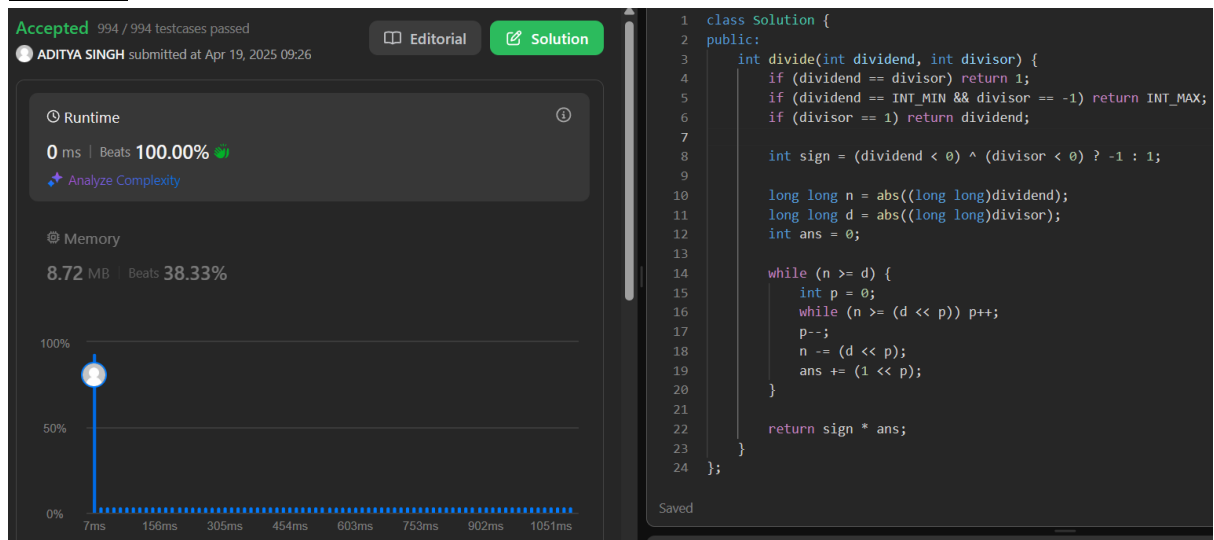
```

    }

    return sign * ans;
}
};

```

Result:-



## 7. Trapping Rainwater:-

```

class Solution {
public int trap(int[] height) {
    int left = 0, right = height.length - 1;

    int total = 0;
    int leftMax = height[0];
    int rightMax = height[right];

    while(left<right){
        if(height[left] < height[right]){
            leftMax = Math.max(leftMax, height[left]);
            if(leftMax-height[left] >0){
                total=total+leftMax-height[left];
            }
            left++;
        }
        else{

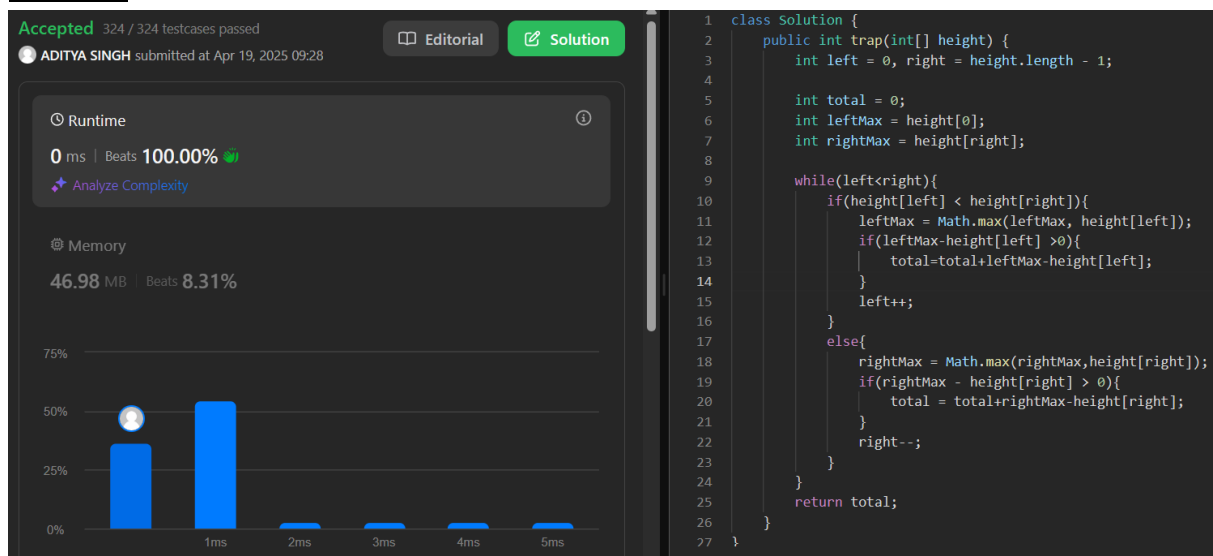
```

```

        rightMax = Math.max(rightMax,height[right]);
        if(rightMax - height[right] > 0){
            total = total+rightMax-height[right];
        }
        right--;
    }
}
return total;
}
}

```

### Result:-



### 8. Maximum Number of Tasks You Can Assign:-

```

class Solution {
    int s;
    vector<int> ts, ws;
public:
    int maxTaskAssign(vector<int>& tasks, vector<int>& workers, int pills,
int strength) {
        sort(tasks.begin(), tasks.end());
        sort(workers.begin(), workers.end());
        int n = tasks.size();
        int m = workers.size();
        int left = 0;
        int right = min(n, m);

```

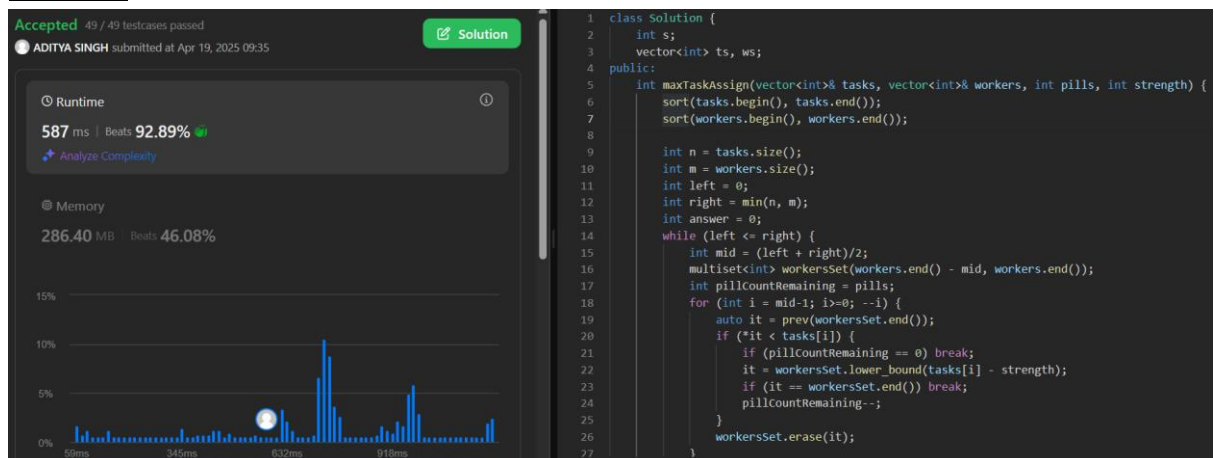
```

int answer = 0;
while (left <= right) {
    int mid = (left + right)/2;
    multiset<int> workersSet(workers.end() - mid, workers.end());
    int pillCountRemaining = pills;
    for (int i = mid-1; i>=0; --i) {
        auto it = prev(workersSet.end());
        if (*it < tasks[i]) {
            if (pillCountRemaining == 0) break;
            it = workersSet.lower_bound(tasks[i] - strength);
            if (it == workersSet.end()) break;
            pillCountRemaining--;
        }
        workersSet.erase(it);
    }

    if (workersSet.empty()) {
        answer = mid;
        left = mid + 1;
    }
    else    right = mid - 1;
}
return answer;
}
};

```

### Result:-





## 9. LRU Cache:-

```
class LRUCache {
    private static class Node {
        int key;
        int value;
        Node prev;
        Node next;

        public Node (int key, int value) {
            this.key = key;
            this.value = value;
        }
    }

    private final int capacity;
    private final HashMap<Integer, Node> map;
    private final Node head;
    private final Node tail;

    public LRUCache(int capacity) {
        this.capacity = capacity;
        map = new HashMap<>();
        head = new Node(0,0);
        tail = new Node(0,0);
        head.next = tail;
        tail.prev = head;
    }

    public int get(int key) {
        if(!map.containsKey(key)){
            return -1;
        }
        Node node = map.get(key);
        remove(node);
        insertAtHead(node);
        return node.value;
    }
}
```

```

public void put(int key, int value) {
    if (map.containsKey(key)){
        Node node = map.get(key);
        node.value = value;
        remove(node);
        insertAtHead(node);
    }
    else{
        if(map.size() == capacity){
            map.remove(tail.prev.key);
            remove(tail.prev);
        }
        Node newNode = new Node(key,value);
        map.put(key, newNode);
        insertAtHead(newNode);
    }
}

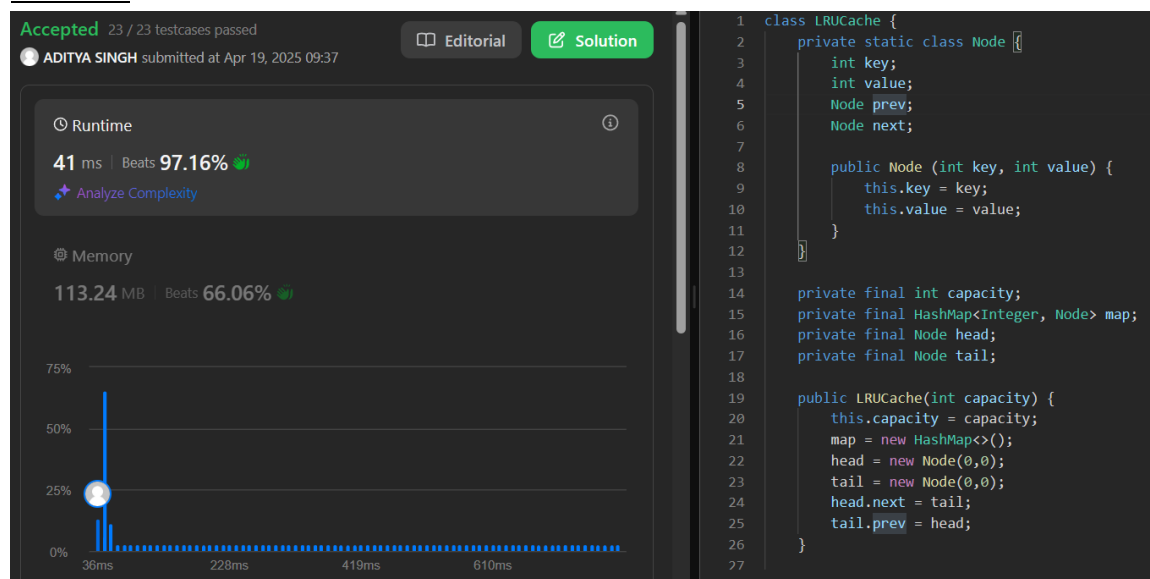
private void remove(Node node) {
    node.prev.next = node.next;
    node.next.prev = node.prev;
}

private void insertAtHead(Node node) {
    node.next = head.next;
    node.next.prev = node;
    head.next = node;
    node.prev = head;
}
}

/**
 * Your LRUCache object will be instantiated and called as such:
 * LRUCache obj = new LRUCache(capacity);
 * int param_1 = obj.get(key);
 * obj.put(key,value);
 */

```

## Result:-



## 10. Serialize and Deserialize Binary Tree:-

/\*\*

\* Definition for a binary tree node.

\* public class TreeNode {

\* int val;

\* TreeNode left;

\* TreeNode right;

\* TreeNode(int x) { val = x; }

\* }

\*/

public class Codec {

public String recserialize(TreeNode root, String s){

if(root == null){

s += "null,";

}

else{

s += s.valueOf(root.val) + ",";

s = recserialize(root.left, s);

s = recserialize(root.right, s);

}

return s;

}

// Encodes a tree to a single string.

```

public String serialize(TreeNode root) {
    return recserialize(root, "");
}

public TreeNode recdeserialize(List<String> str){
    if(str.get(0).equals("null")){
        str.remove(0);
        return null;
    }
    TreeNode root = new TreeNode(Integer.valueOf(str.get(0)));
    str.remove(0);
    root.left = recdeserialize(str);
    root.right = recdeserialize(str);

    return root;
}
// Decodes your encoded data to tree.
public TreeNode deserialize(String data) {
    String[] strArray = data.split(",");
    List<String> strList = new
LinkedList<String>(Arrays.asList(strArray));
    return recdeserialize(strList);
}
}

```

## Result:-

