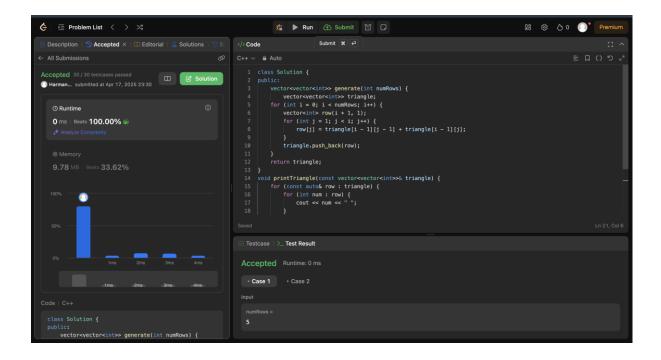
AP-10

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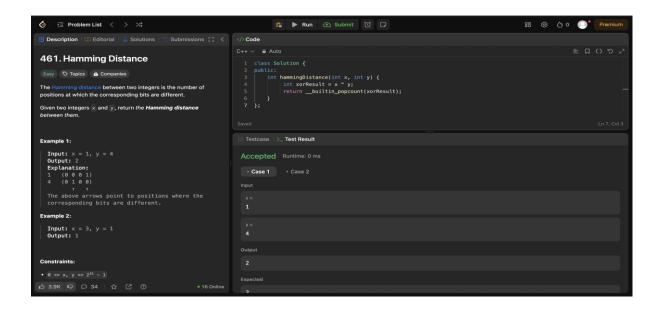
1. Pascal's Triangle

```
class Solution {
public:
vector<vector<int>> generate(int numRows) {
vector<vector<int>> triangle;
for (int i = 0; i < numRows; i++) {
vector<int>> row(i + 1, 1);
for (int j = 1; j < i; j++) {
row[j] = triangle[i - 1][j - 1] + triangle[i - 1][j];
}
triangle.push_back(row);
}
return triangle;
}
void printTriangle(const vector<vector<int>>& triangle) {
for (const auto& row : triangle) {
for (int num : row) {
cout << num << " ";
}
cout << endl;
}
};
</pre>
```



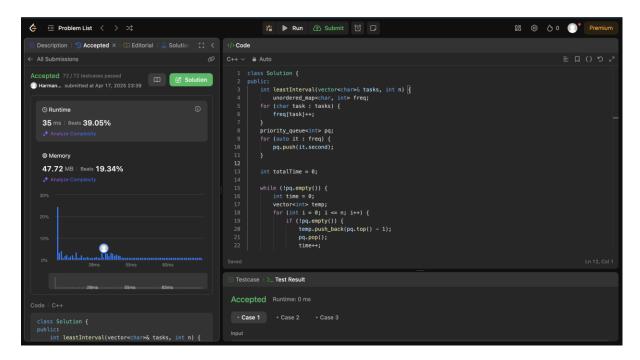
2. Hamming Distance

```
class Solution {
public:
int hammingDistance(int x, int y) {
int xorResult = x ^ y;
return _builtin_popcount(xorResult);
}
};
```



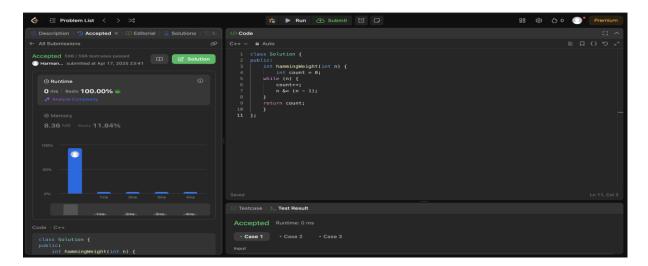
3. Task Schedular

```
class Solution {
public:
int leastInterval(vector<char>& tasks, int n) {
unordered_map<char, int> freq;
for (char task: tasks) {
freq[task]++;
priority_queue<int> pq;
for (auto it: freq) {
pq.push(it.second);
int totalTime = 0;
while (!pq.empty()) {
int time = 0;
vector<int> temp;
for (int i = 0; i \le n; i++) {
if (!pq.empty()) {
temp.push_back(pq.top() - 1);
pq.pop();
time++;
for (int count : temp) {
if (count > 0) pq.push(count);
totalTime += pq.empty() ? time : (n + 1);
return totalTime;
```



4. Number of 1's bits

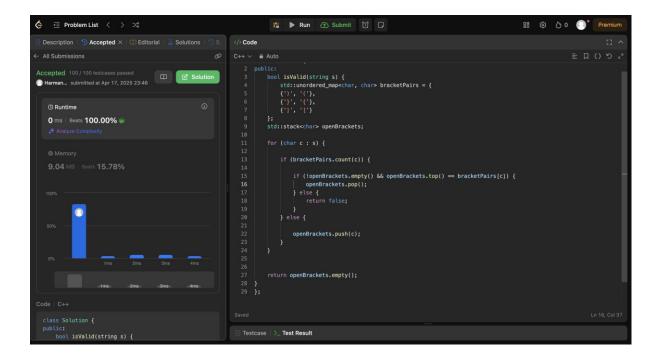
```
class Solution {
  public:
  int hammingWeight(int n) {
  int count = 0;
  while (n) {
    count++;
    n &= (n - 1);
  }
  return count;
}
```



5. Valid Parenthesis

```
public:
```

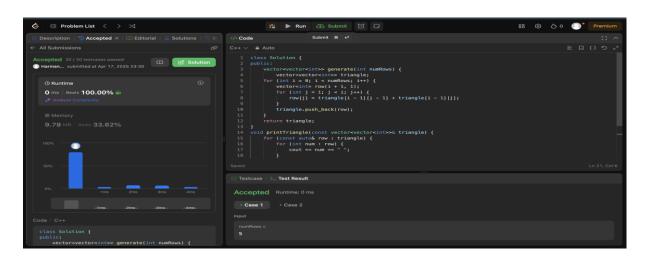
```
bool isValid(string s) {
    std::unordered_map<char, char> bracketPairs = {
    {')', '('),
    {'}', '{},
    {'}', '{},
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```



6.Divide Two Integer

```
class Solution {
```

```
public:
int divide(int dividend, int divisor) {
if (dividend == INT_MIN && divisor == -1)
return INT_MAX;
long long a = abs((long long)dividend);
long long b = abs((long long)divisor);
int result = 0;
while (a \ge b) {
long long temp = b, multiple = 1;
while (a >= (temp << 1)) {
temp <<= 1;
multiple <<= 1;
a -= temp;
result += multiple;
if ((dividend > 0) ^ (divisor > 0))
result = -result;
return result;
```



7. Trapping Rain Water

```
class Solution {
public:
int trap(vector<int>& height) {
int left = 0, right = height.size() - 1;
```

```
int leftMax = 0, rightMax = 0;
int waterTrapped = 0;
while (left < right) {
if (height[left] < height[right]) {
if (height[left] >= leftMax)
leftMax = height[left];
else
waterTrapped += leftMax - height[left];
left++;
} else {
if (height[right] >= rightMax)
rightMax = height[right];
else
waterTrapped += rightMax - height[right];
right--;
return waterTrapped;
```

