

## ASSIGNMENT 10

### AP LAB

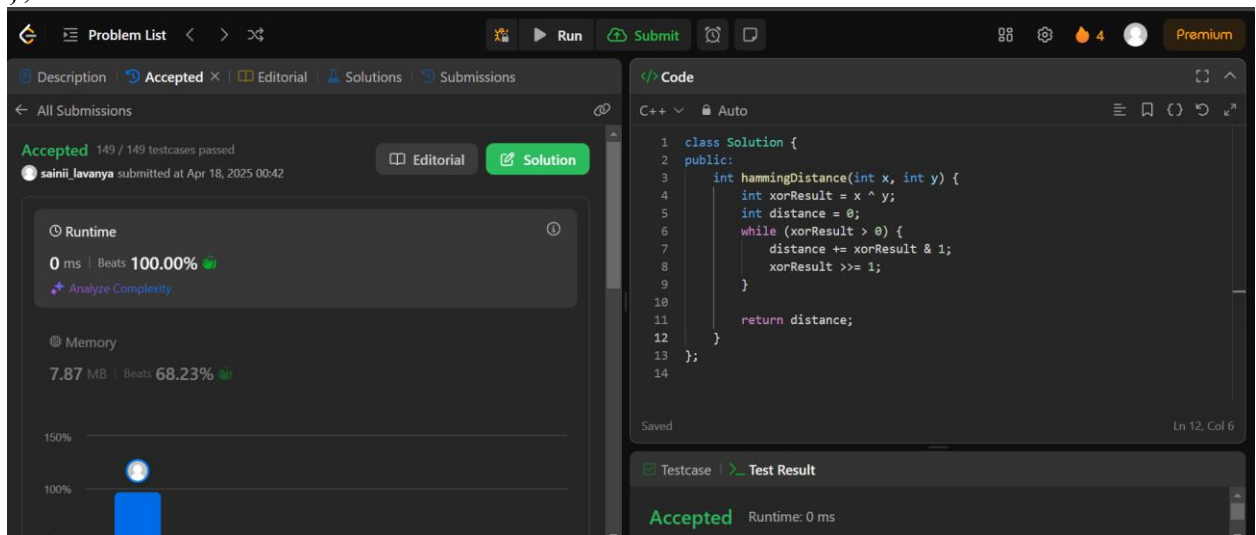
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22BCS IOT 614-B

#### 1. Hamming Distance

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

        return distance;
    }
};
```



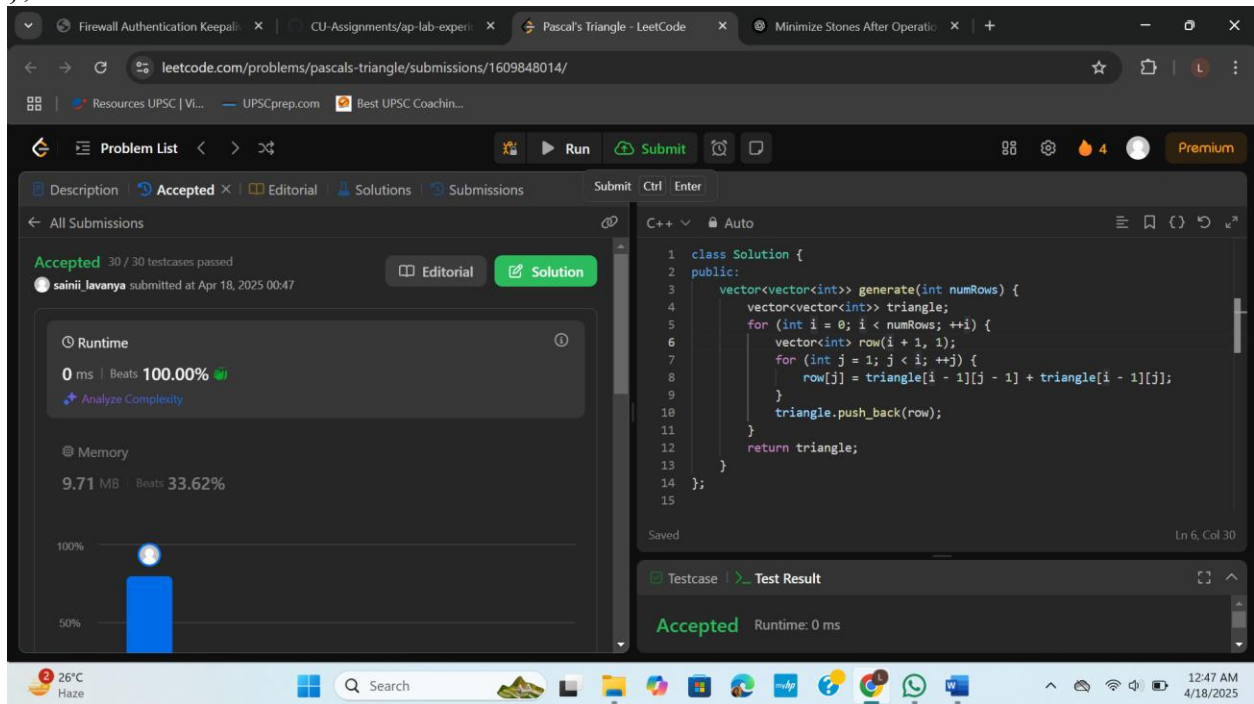
#### 2. Pascal's Triangle

```
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;
}
};

```



### 3. Trapping Rain Water

```

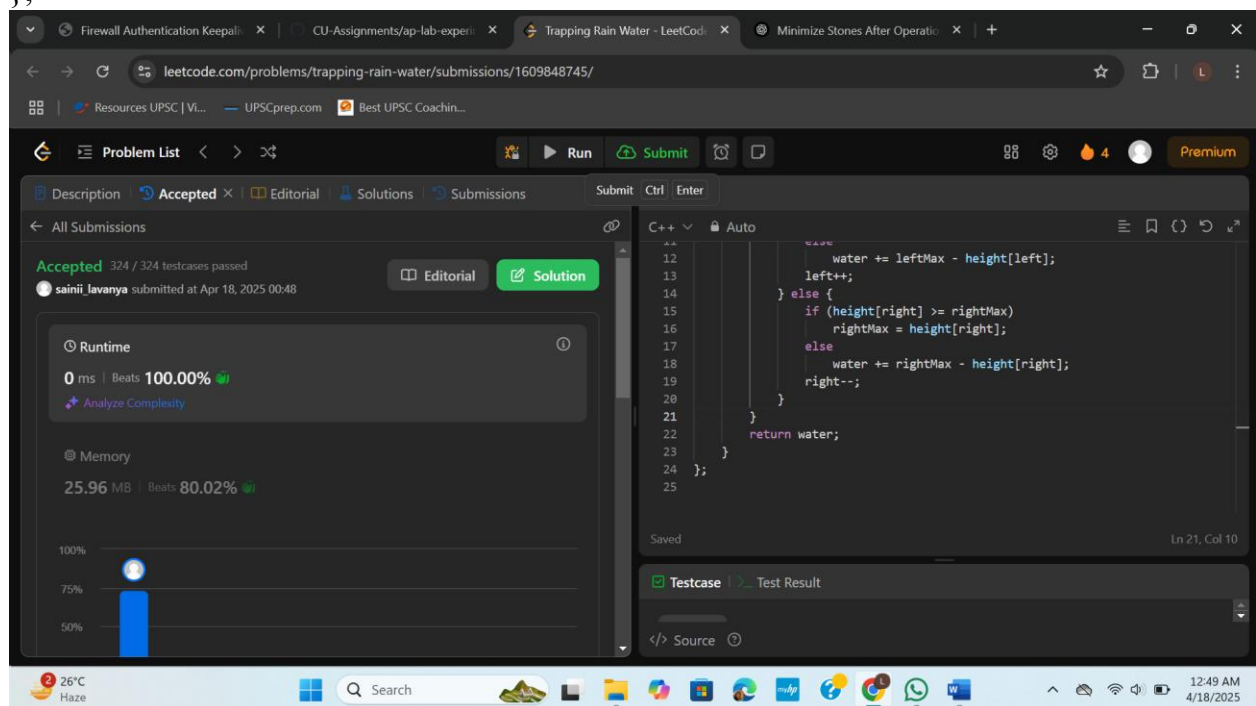
class Solution {
public:
    int trap(vector<int>& height) {
        int left = 0, right = height.size() - 1;
        int leftMax = 0, rightMax = 0;
        int water = 0;
        while (left < right) {
            if (height[left] < height[right]) {
                if (height[left] >= leftMax)
                    leftMax = height[left];
            }
            else
                water += leftMax - height[left];
        }
    }
};

```

```

        left++;
    } else {
        if (height[right] >= rightMax)
            rightMax = height[right];
        else
            water += rightMax - height[right];
        right--;
    }
}
return water;
}
};

```



#### 4. Maximum Number of Tasks You Can Assign

class Solution {

public:

```

    bool canAssign(int k, vector<int>& tasks, vector<int>& workers, int pills, int strength) {
        multiset<int> wk(workers.end() - k, workers.end());
        int remainingPills = pills;
        for (int i = k - 1; i >= 0; i--) {
            int t = tasks[i];
            auto it = wk.lower_bound(t);
            if (it != wk.end()) {
                wk.erase(it);
            } else {

```

```

        if (remainingPills == 0) return false;
        auto it2 = wk.lower_bound(t - strength);
        if (it2 == wk.end()) return false;
        wk.erase(it2);
        remainingPills--;
    }
}
return true;
}

int maxTaskAssign(vector<int>& tasks, vector<int>& workers, int pills, int strength) {
    sort(tasks.begin(), tasks.end());
    sort(workers.begin(), workers.end());
    int low = 0, high = min((int)tasks.size(), (int)workers.size());
    int ans = 0;
    while (low <= high) {
        int mid = (low + high) / 2;
        if (canAssign(mid, tasks, workers, pills, strength)) {
            ans = mid;
            low = mid + 1;
        } else {
            high = mid - 1;
        }
    }
    return ans;
}
};

```

The screenshot shows a LeetCode submission for the problem "Maximum Number of Tasks You Can Assign". The submission is accepted, with 49/49 test cases passed. The runtime is 739 ms, beating 56.20% of submissions, and the memory usage is 286.30 MB, beating 70.80%. The code is written in C++ and uses a binary search approach to find the maximum number of tasks that can be assigned.

```

26 int ans = 0;
27 while (low <= high) {
28     int mid = (low + high) / 2;
29     if (canAssign(mid, tasks, workers, pills, strength)) {
30         ans = mid;
31         low = mid + 1;
32     } else {
33         high = mid - 1;
34     }
35 }
36 return ans;
37 }
38 };
39

```

## 5. Number of 1 Bits

class Solution {

public:

int hammingWeight(uint32\_t n) {

int count = 0;

while (n) {

if (n & 1) count++;

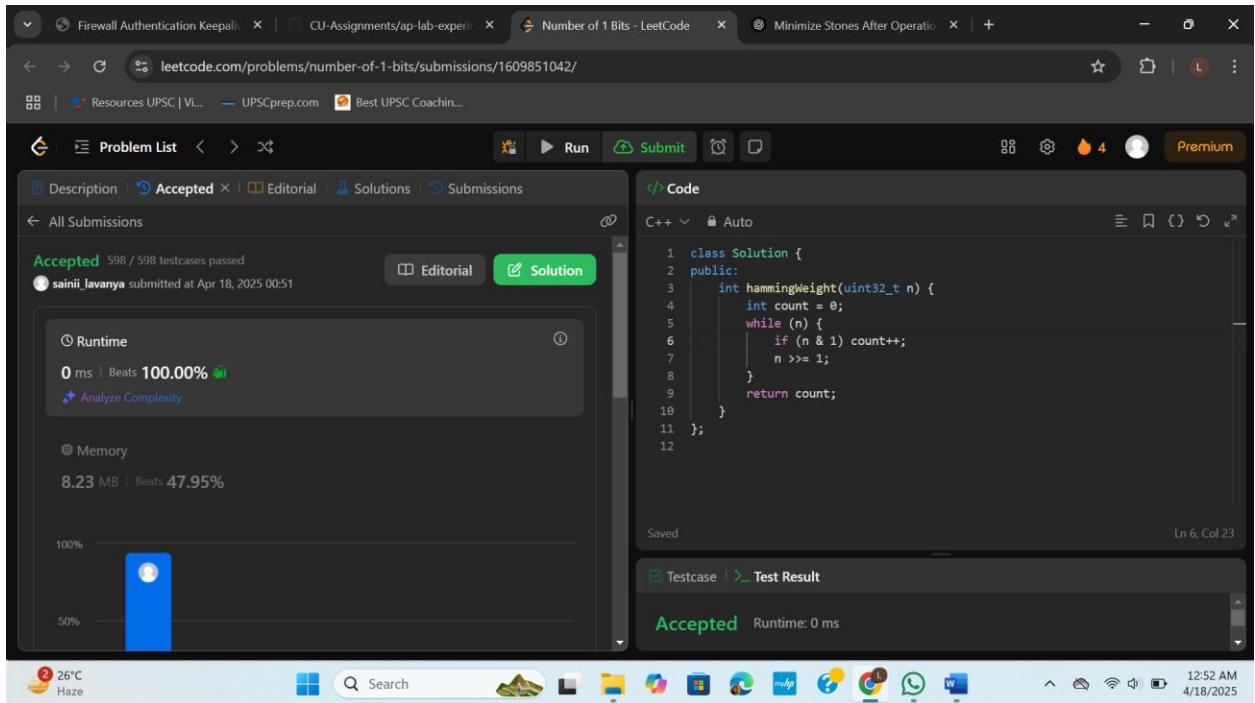
n >>= 1;

}

return count;

}

};



## 6. Task Scheduler

```
class Solution {
```

```
public:
```

```
    int leastInterval(vector<char>& tasks, int n) {
```

```
        vector<int> freq(26, 0);
```

```
        for (char task : tasks) {
```

```
            freq[task - 'A']++;
```

```
        }
```

```
        sort(freq.begin(), freq.end());
```

```
        int maxFreq = freq[25] - 1;
```

```
        int idleSlots = maxFreq * n;
```

```
        for (int i = 24; i >= 0 && freq[i] > 0; i--) {
```

```
            idleSlots -= min(freq[i], maxFreq);
```

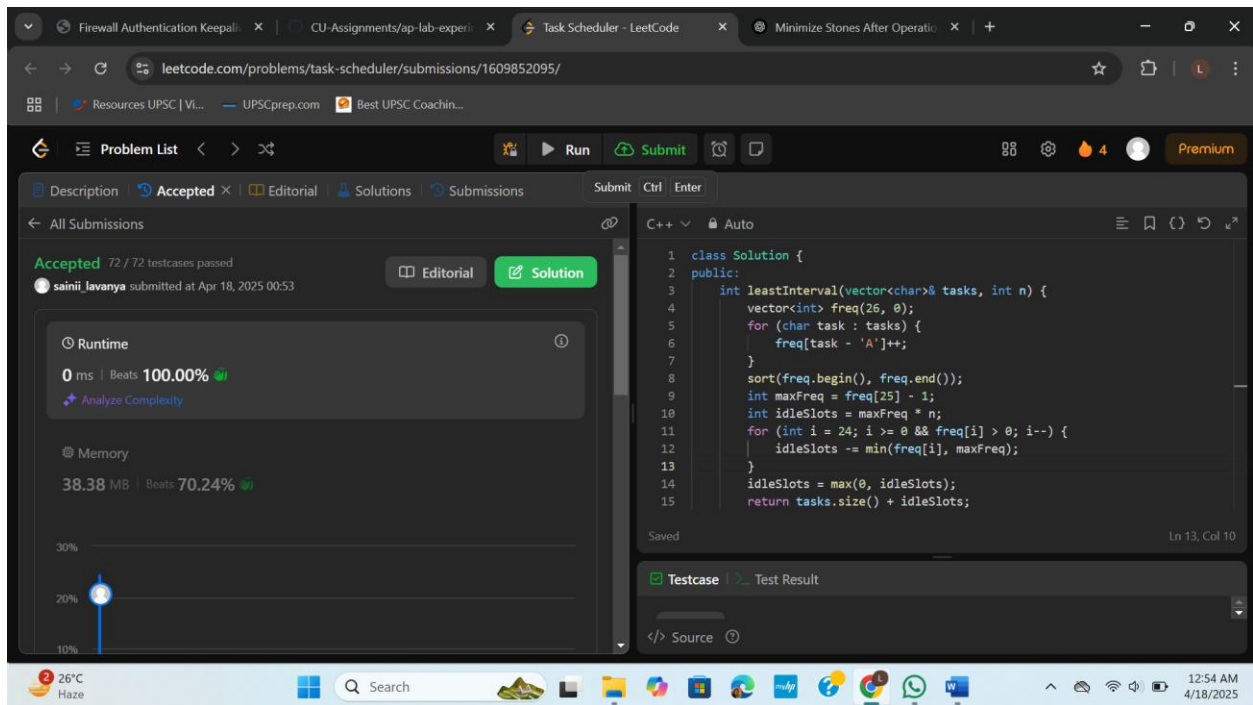
```
        }
```

```
        idleSlots = max(0, idleSlots);
```

```
        return tasks.size() + idleSlots;
```

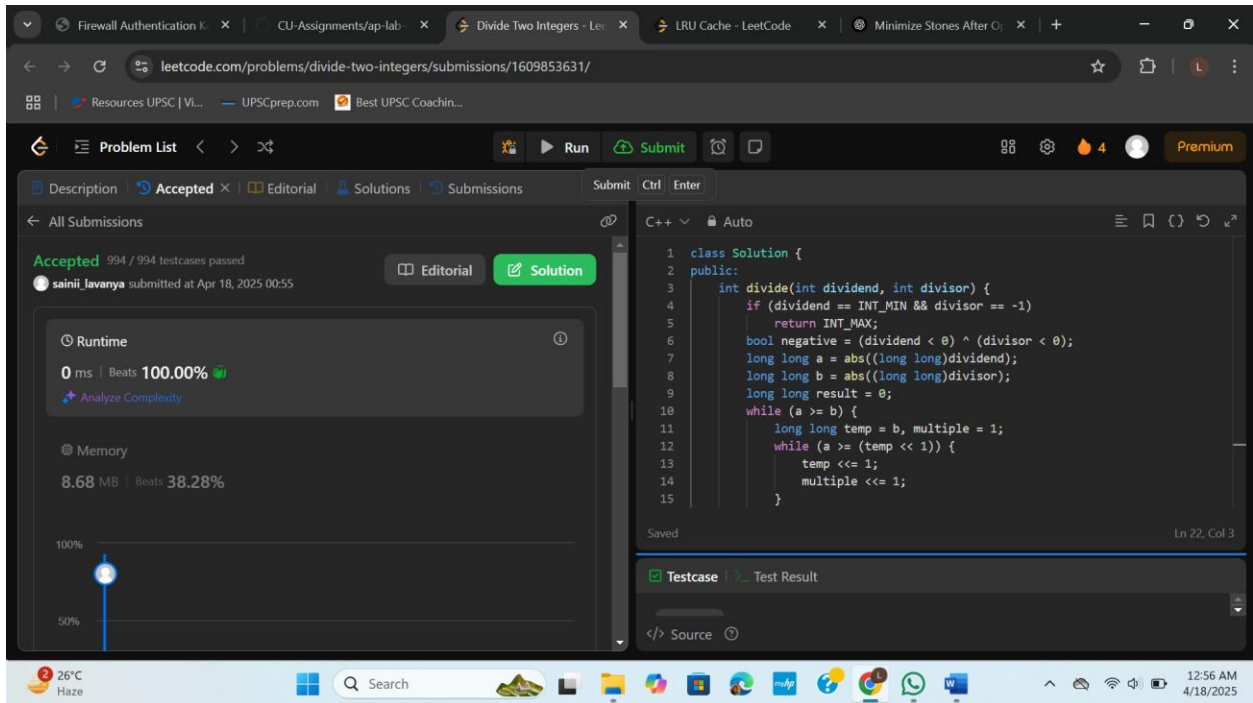
```
    }
```

```
};
```



## 7. Divide Two Integers

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



## 8. LRU Cache

```
class LRUCache {
```

```
private:
```

```
    struct Node {
```

```
        int key, value;
```

```
        Node* prev;
```

```
        Node* next;
```

```
        Node(int k, int v) : key(k), value(v), prev(nullptr), next(nullptr) {}
```

```
    };
```

```
    unordered_map<int, Node*> cache;
```

```
    int capacity;
```

```
    Node* head;
```

```
    Node* tail;
```

```
    void addNode(Node* node) {
```

```
        node->next = head->next;
```

```
        node->prev = head;
```

```
        head->next->prev = node;
```

```
        head->next = node;
```

```
    }
```

```
    void removeNode(Node* node) {
```

```
        node->prev->next = node->next;
```

```
        node->next->prev = node->prev;
```



```

    }
    void moveToHead(Node* node) {
        removeNode(node);
        addNode(node);
    }
    Node* popTail() {
        Node* node = tail->prev;
        removeNode(node);
        return node;
    }

```

public:

```

LRUCache(int capacity) : capacity(capacity) {
    head = new Node(0, 0);
    tail = new Node(0, 0);
    head->next = tail;
    tail->prev = head;
}

```

```

int get(int key) {
    if (cache.find(key) == cache.end())
        return -1;
    Node* node = cache[key];
    moveToHead(node);
    return node->value;
}

```

```

void put(int key, int value) {
    if (cache.find(key) != cache.end()) {
        Node* node = cache[key];
        node->value = value;
        moveToHead(node);
    } else {
        Node* newNode = new Node(key, value);
        cache[key] = newNode;
        addNode(newNode);
        if (cache.size() > capacity) {
            Node* tailNode = popTail();
            cache.erase(tailNode->key);
            delete tailNode;
        }
    }
}

```

};

Firewall Authentication Keepali... CU-Assignments/ap-lab-experi... LRU Cache - LeetCode Minimize Stones After Operatio... +

leetcode.com/problems/lru-cache/submissions/1609856145/

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Problem List < > < > Run Submit Ctrl Enter

Description Accepted Editorial Solutions Submissions Submit Ctrl Enter

All Submissions

Accepted 23 / 23 testcases passed

sainii\_lavanya submitted at Apr 18, 2025 00:59

Editorial Solution

Runtime

75 ms | Beats 67.49%

Analyze Complexity

Memory

173.15 MB | Beats 70.86%

4%

2%

61 62 63 64 65 66 67 68 69 70 71 72 73 74 75

```
61: // Your LRUCache object will be instantiated and called as such:
62: // LRUCache* obj = new LRUCache(capacity);
63: // int param_1 = obj->get(key);
64: // obj->put(key,value);
65:
66:
67:
68:
69:
70: /**
71:  * Your LRUCache object will be instantiated and called as such:
72:  * LRUCache* obj = new LRUCache(capacity);
73:  * int param_1 = obj->get(key);
74:  * obj->put(key,value);
75:  */
```

Saved Ln 63, Col 2

Testcase Test Result

Accepted Runtime: 0 ms

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