Experiment– 10

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Subject: AP LAB 2 **Subject Code: 22CSP-351**

1. **Aim: solve the various problems.**

   a. **Easy:** Hamming Distance, Pascal's Triangle
   b. **Medium:** Valid Parenthesis String , Divide Two Integers
   c. **Hard:** Max number of tasks you can assign ,

2. **Algorithm:**

   a. **EASY1:** Pascal's Triangle
   - Initialize a 2D vector triangle.
   - For each row i from 0 to numRows - 1:
   - Create a row of size i + 1.
   - Set first and last elements to 1.
   - Fill middle elements using values from previous row.
   - Return the triangle.

   b. **Easy2:** Hamming Distance
   - Initialize a counter cnt to 0. This will store the number of differing bits.
   - While both x and y are not zero:
     Compare the least significant bits of x and y using (x & 1) ^ (y & 1).
     If the bits differ, increment cnt.
     Right shift both x and y by 1 bit.
   - If x still has remaining bits:
     For each set bit in x, increment cnt.
     Right shift x until it's 0.
   - If y still has remaining bits:
     For each set bit in y, increment cnt.
     Right shift y until it's 0.
   - Return cnt.

   c. **Medium1:**Divide Two Integers
   - Handle overflow case: if dividend = INT_MIN and divisor = -1, return INT_MAX.
   - Record the sign of result based on dividend and divisor.
   - Convert both numbers to long long and take their absolute values.
   - Repeatedly subtract (or use bit shifts to speed up) the divisor from dividend and count how many
   - Apply the sign to the result and return.

d. **Medium2:** Valid Parenthesis String

- Initialize two counters:
  leftMin → the **minimum** number of unmatched '(' that might still be open.
  leftMax → the **maximum** number of unmatched '(' that might still be open.
- Loop through each character c in the string:
  If c is '(':
  Increase both leftMin and leftMax by 1.
  If c is ')':
  Decrease both leftMin and leftMax by 1.
  If c is '*':
  '*' can be '(', ')', or empty:
  Decrease leftMin by 1 (assume it's ')')
  Increase leftMax by 1 (assume it's '(')
- If at any point leftMax becomes negative:
  Return false → too many closing brackets.
- If leftMin drops below zero:
  Reset leftMin to 0 → we can ignore extra closing by treating '*' as empty.
- After processing the entire string:
  If leftMin is 0, return true (all parentheses balanced)
  Else, return false.

e. **Hard:** Max Number of tasks you can assign

- Let n be the size of target.
- Create a map map to store the index of each element in target ⌜ Sort the tasks in ascending order.
- Sort the workers in ascending order.
- Set the search range for binary search: low = 0, high = min(number of workers, number of tasks).
- Initialize ans to store the final answer.
- **Binary Search Loop**:
  While low <= high:
  Set mid = (low + high) / 2 → trying to assign mid number of tasks.
  Copy all workers into a multiset st to efficiently remove used workers.
  Set a counter count = 0 to track pills used.
  Set a flag flag = true to track if assignment is successful.
  For each task from hardest to easiest among mid tasks:
  Get the strongest available worker.
  If the worker can do the task without a pill, assign and remove the worker.
  Else, find the **weakest** worker that can do the task **with pill boost**.
  If such worker exists, assign task, remove worker, increment count.
  If not, set flag = false, break.
  If count > p, break and set flag = false.
  If assignment was successful (flag == true), store ans = mid and try a higher value (low = mid + 1).
  Else, try a smaller value (high = mid - 1).
- Return ans → maximum number of tasks that can be assigned.

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3. **Code:**

a. **Hamming Distance:**

```
class Solution
{  public:
   int hamming Distance(int x, int
      y) { int cnt = 0;
      while(x && y)
         { if(x&1 ^ y&1)
            cnt++;      x >>= 1;     y >>= 1;
      }
      while(x) {
         if(x&1)  { cnt++; }
         x >>= 1;
      }
      while(y) {
         if(y&1)  { cnt++; }
         y >>= 1;
      }
      return cnt;
   }
};
```

b. **Pascal's Triangle:**

```
class Solution {
public:
vector<vector<int>> generate(int numRows) {
vector<vector<int>> res(numRows);
for (int i = 0; i < numRows; i++) {
 res[i].resize(i + 1, 1);
 long long ans = 1;  // Store intermediate values to avoid overflow
   for (int j = 1; j < i; j++) {
            ans = ans * (i - j + 1) / j;  // Using binomial coefficient formula
            res[i][j] = ans;
         }
      }
      return res;
   }
};
```

c. Divide Two Integers:

```
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 >= b) {
    long long temp = b, multiple = 1;
    while (a >= (temp << 1)) {
        temp <<= 1;
        multiple <<= 1;
    }
    a -= temp;
    result += multiple;
}

return ((dividend > 0) ^ (divisor > 0)) ? -result : result;
}
```

d. Valid Parenthesis String:

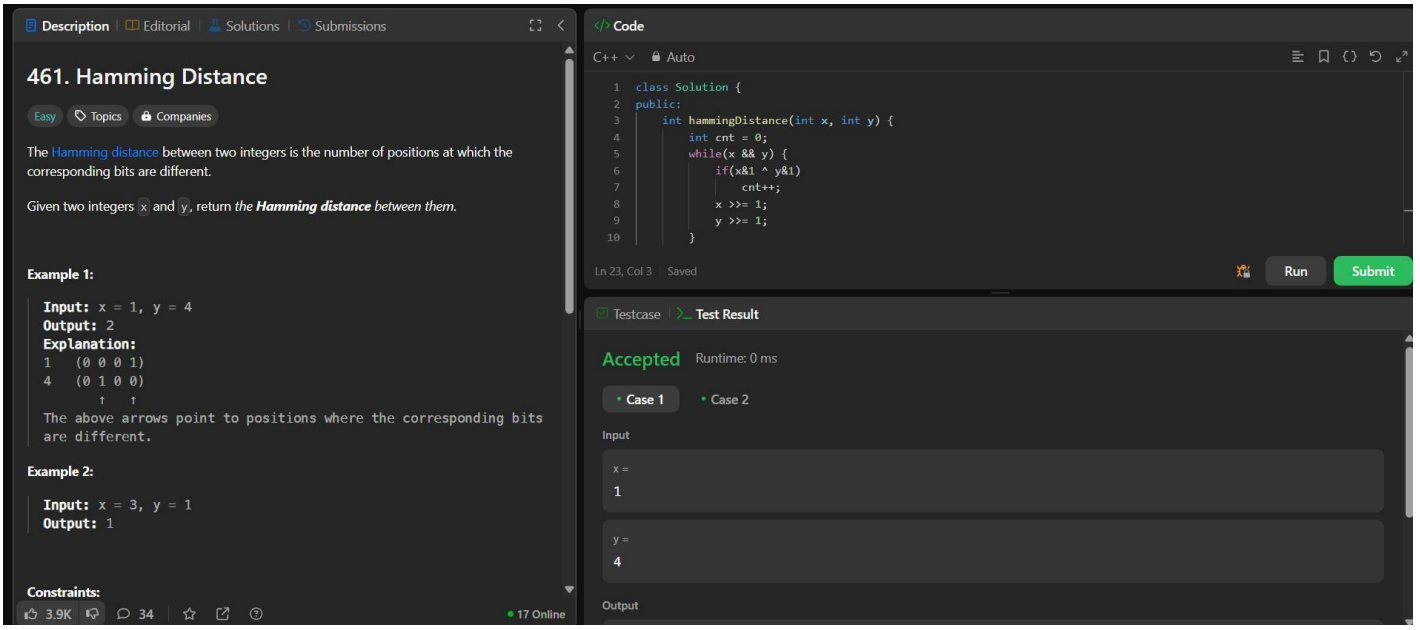
```
class Solution
{ public:
        bool checkValidString(string
        s) { int leftMin = 0, leftMax =
        0; for (char c : s) {
          if (c == '(') {
              leftMin++;
              leftMax++;
          } else if (c == ')')
              { leftMin--;
              leftMax--;
          } else {
              leftMin--;
              leftMax++;
          }
          if (leftMax < 0) return false;
          if (leftMin < 0) leftMin = 0;
        }

        return leftMin == 0;
    }
};
```

e. Max number of task you can assign

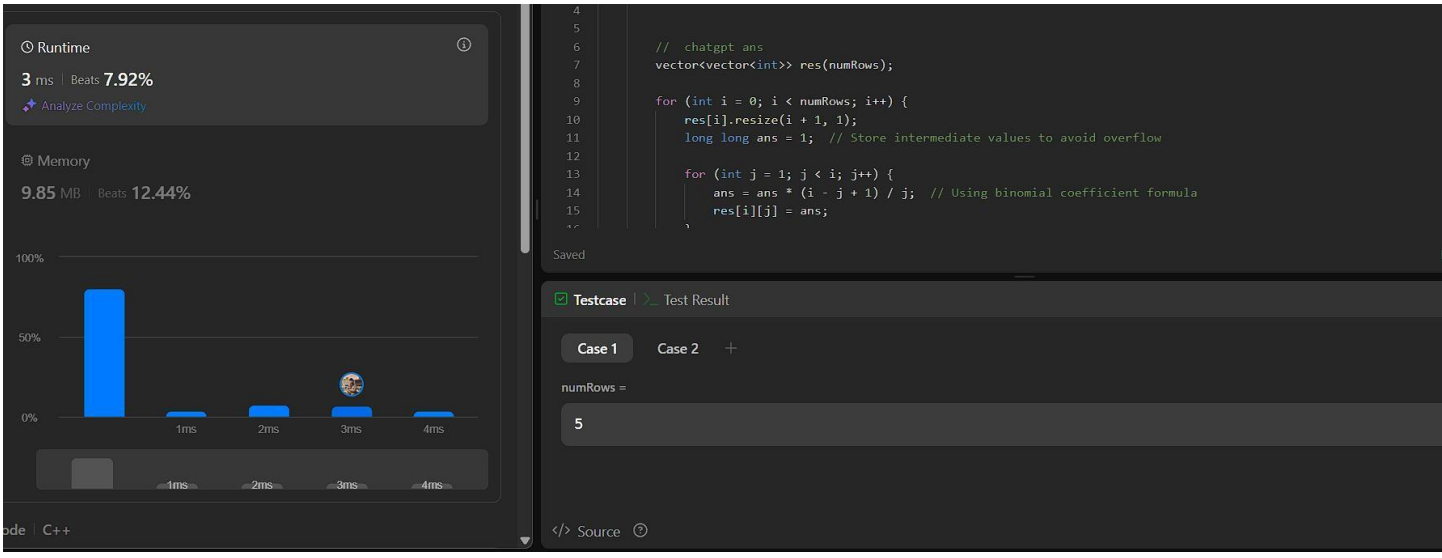
```
class Solution
{ public:
   int maxTaskAssign(vector<int>& tasks, vector<int>& workers, int p, int strength)
      { int n = tasks.size(), m = workers.size();
      sort(tasks.begin(), tasks.end());
      sort(workers.begin(), workers.end());
      int lo = 0, hi = min(m, n);
      int ans;
      while(lo <= hi) {
         int mid = lo + (hi - lo) / 2;
         int count = 0;
         bool flag = true;
         multiset<int> st(workers.begin(), workers.end());
         for(int i = mid - 1; i >= 0; i--) {
            auto it = prev(st.end());
            if(tasks[i] <= *it) {
               st.erase(it);
            } else {
               auto it = st.lower_bound(tasks[i] - strength);
               if(it != st.end()) {
                  count++;
                  st.erase(it);
               } else {
                  flag = false;
                  break;
               }
            }
            if(count  >  p)
               {    flag    =
               false; break;
            }
         }
         if(flag) {
            ans = mid;
            lo = mid + 1;
         } else {
            hi = mid - 1;
         }}  return ans;  }};
```

4. Output:

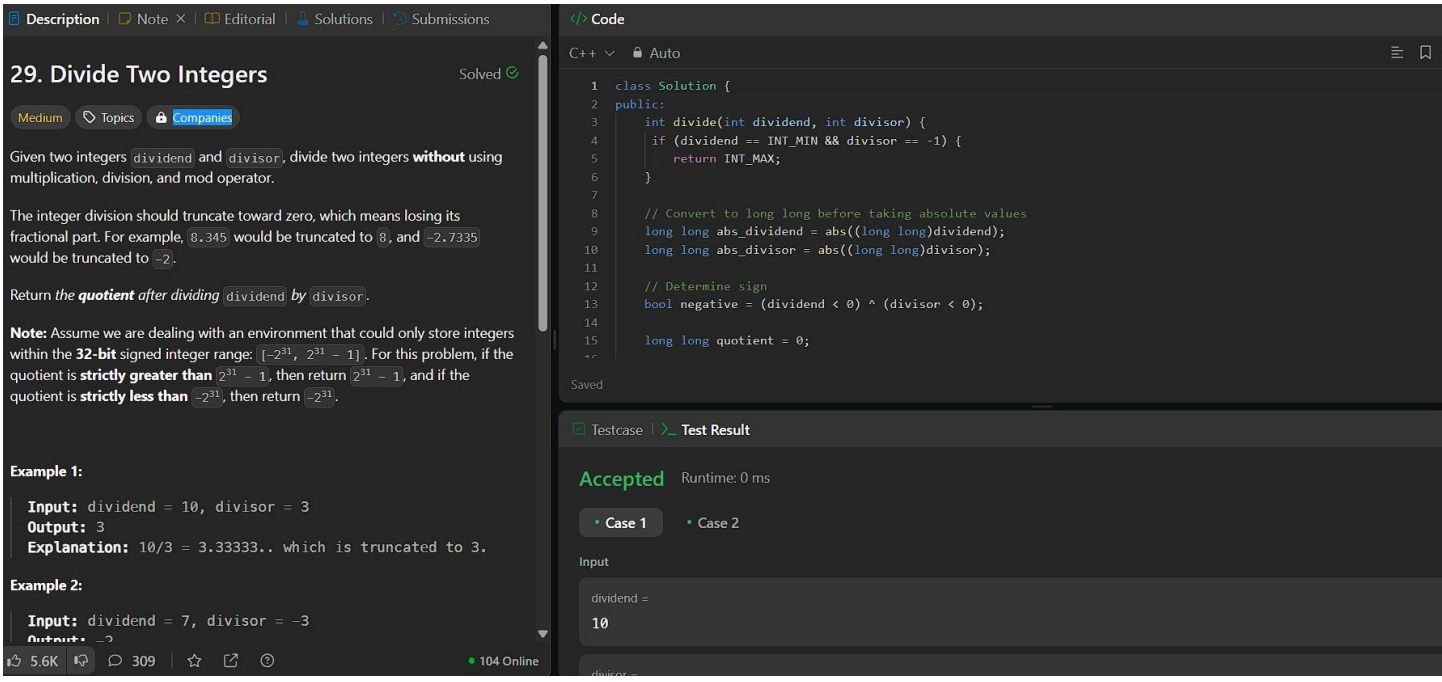
Easy: Hamming Distance



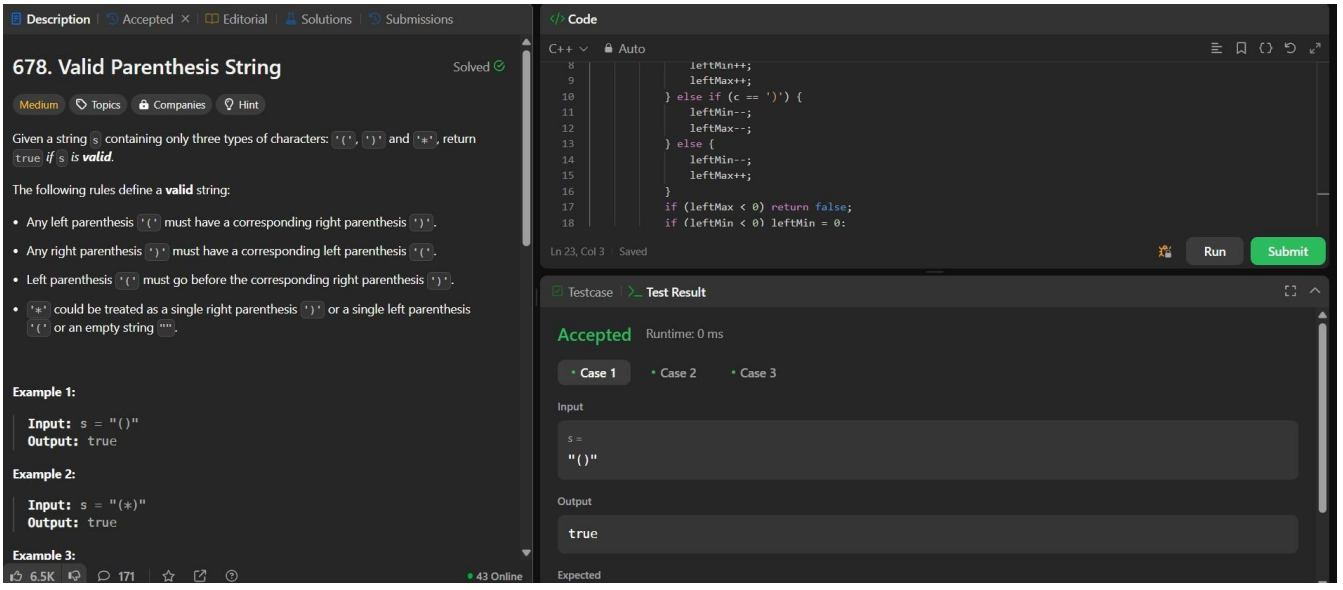
EASY : PASCAL TRIANGLE



Medium: Divide Two Integers



Medium: Valid parenthesis String



Hard: Max number of tasks you can assign