# **Assignment 10**

# Q1. Pascal's Triangle

#### **Code:**

```
class Solution {
   public List<Linteger>> generate(int numRows) {
        List<List<Integer>> result = new ArrayList<?();
        if (numRows == 0) {
            return result;
        }
        if (numRows == 1) {
            List<Linteger> firstRow = new ArrayList<?();
            firstRow.add(1);
            result.add(firstRow);
            return result;
        }
        result = generate(numRows - 1);
        List<Linteger> prevRow = result.get(numRows - 2);
        List<Linteger> currentRow = new ArrayList<?();
        currentRow.add(1);
        for (int i = 1; i < numRows - 1; i++) {
            currentRow.add(prevRow.get(i - 1) + prevRow.get(i));
        }
        currentRow.add(1);
        result.add(currentRow);
    }
}</pre>
```

```
return result;
}
```

# **Output:**



# **Q2.** Hamming Distance

#### **Code:**

```
public class Solution {
    public int hammingDistance(int x, int y) {
        return Integer.bitCount(x ^ y);
    }
}
```



# Q3. Task Scheduler

#### Code:

```
class Solution {
    public int leastInterval(char[] tasks, int n) {
        int[] freq = new int[26];
        for (char task : tasks) {
            free[task - 'A']++;
        }
        Arrays.sort(freq);
        int chunk = freq[25] - 1;
        int idle = chunk * n;

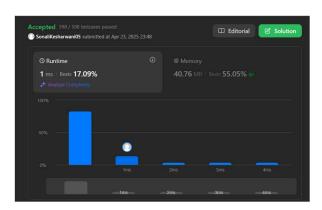
        for (int i = 24; i >= 0; i--) {
            idle -= Math.min(chunk, freq[i]);
        }
        return idle < 0 ? tasks.length : tasks.length + idle;
    }
}</pre>
```

#### **Output:**



# Q4. Number of 1 Bits

#### Code:



# **Q5.** Divide Two Integers

#### Code:

```
class Solution {
   public int divide(int dividend, int divisor) {
      if (dividend == Integer.MIN_VALUE && divisor == -1) {
            return Integer.MAX_VALUE; // Overflow
      }
      double ans=(dividend/divisor);
      int ans1=(int) ans;
      return ans1;
   }
}
```

# **Output:**



# **Q6. Trapping Rain Water**

# **Code:**

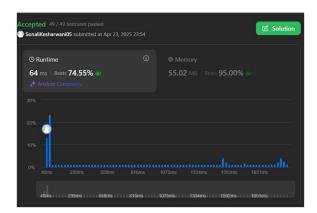


# Q7. Max Number of Tasks You Can Assign

# **Code:**

```
public boolean candasign(int count, int[] tasks, int[] workers, int pills, int strength){
    Deque(Integer> dg = new ArroyDeque<)();
    int ind = workers.length - 1;
    for (int i = count - 1; i >= 0; i--) {
        while(ind>-workers.length-count && workers[ind]*strength>=tasks[i]) {
            dg.offerLast(workers[ind]);
            ind--;
            }
        if(dq.istmpty())return false;
        if(dq.peakFirst()>=tasks[i]) {
            dg.pollFirst();
        }
        else
        {
             da.pollLast();
            pills--;
            if(pills<0)return false;
        }
    }
    return true;
}</pre>
```

# **Output:**



# **Q8.** Serialize and Deserialize Binary Tree

#### **Code:**

```
public class Codec {{
    private static final String spliter = ",";
    private static final String NN = "X";
}
public String serialize(TreeNode root) {
    StringBuilder sb = new StringBuilder();
    buildString(root, sb);
    return sb.toString();
}

private void buildString(TreeNode node, StringBuilder sb) {
    if (node == null) {
        sb.append(NN).append(spliter);
    } else {
        sb.append(node.val).append(spliter);
        buildString(node.left, sb);
        buildString(node.right,sb);
    }
}

public TreeNode deserialize(String data) {
    Deque(String> nodes = new LinkedList<>();
        nodes.addAll(Arrays.asList(data.split(spliter)));
    return buildTree(nodes);
}
```

```
private TreeNode buildTree(Deque<String> nodes) {
    String val = nodes.remove();
    if (val.equals(NN)) return null;
    else {
        TreeNode node = new TreeNode(Integer.valueOf(val));
        node.left = buildTree(nodes);
        node.right = buildTree(nodes);
        return node;
    }
}
```

#### **Output:**



#### Q9. LRU Cache

#### Code:

```
class LRUCache {
    class Node {
        int key;
        int val;
        Node prev;
        Node next;

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

        Node head = new Node(-1, -1);
        Node tail = new Node(-1, -1);
        int cap;
        HashMap<Integer, Node> m = new HashMap<>();

        public LRUCache(int capacity) {
            cap = capacity;
            head.next = tail;
            tail.prev = head;
        }
}
```

```
private void addNode(Node newnode) {
    Node temp = head.next;

    newnode.next = temp;
    newnode.prev = head;

    head.next = newnode;
    temp.prev = newnode;
}

private void deleteNode(Node delnode) {
    Node prevv = delnode.prev;
    Node next = delnode.next;

    prevv.next = nextt;
    nextt.prev = prevv;
}
```

```
public int get(int key) {
    if (m.containsKey(key)) {
       Node resNode = m.get(key);
       int ans = resNode.val;
       m.remove(key);
       deleteNode(resNode);
       addNode(resNode);
       m.put(key, head.next);
public void put(int key, int value) {
   if (m.containsKey(key)) {
       Node curr = m.get(key);
       m.remove(key);
        deleteNode(curr);
    if (m.size() == cap) {
       m.remove(tail.prev.key);
       deleteNode(tail.prev);
```

```
if (m.size() == cap) {
    m.remove(tail.prev.key);
    deleteNode(tail.prev);
}

addNode(new Node(key, value));
    m.put(key, head.next);
}
```

