#### **Experiment-7**

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Subject Name: AP Lab-2 Subject Code: 22CSH-359

1. Aim: Dynamic Programming Problems

#### 2. Problem Statements:

#### Medium Level:

• **Problem 2.1:** Given an array of non-negative integers, determine if you can reach the last index by jumping at most the value of the current index.

Leetcode: Jump Game

**Link:** https://leetcode.com/problems/jump-game/

• **Problem 2.2:** Find the number of unique paths in an m x n grid where you can only move right or down.

Leetcode: Unique Paths

Link: <a href="https://leetcode.com/problems/unique-paths/">https://leetcode.com/problems/unique-paths/</a>

### Hard Level:

• **Problem 2.3:** Find the contiguous subarray with the maximum product.

Leetcode: Maximum Product Subarray

Link: <a href="https://leetcode.com/problems/maximum-product-subarray/">https://leetcode.com/problems/maximum-product-subarray/</a>

• **Problem 2.4:** Determine the maximum profit from buying and selling a stock with a cooldown period after selling.

Leetcode: Best Time to Buy and Sell Stock with Cooldown

**Link:** <a href="https://leetcode.com/problems/best-time-to-buy-and-sell-stock-with-cooldown/">https://leetcode.com/problems/best-time-to-buy-and-sell-stock-with-cooldown/</a>

• **Problem 2.5:** Given a string and a word dictionary, determine if the string can be segmented into one or more dictionary words.

Leetcode: Word Break

Link: <a href="https://leetcode.com/problems/word-break/">https://leetcode.com/problems/word-break/</a>

#### 3. Implementation (Code):

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```
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Problem 2.1: Jump Game
class Solution {
  public boolean canJump(int[] nums) {
    int maxReach = 0;
    for (int i = 0; i < nums.length; i++) {
       if (i > maxReach) return false;
       maxReach = Math.max(maxReach, i + nums[i]);
     return true;
}
Problem 2.2: Unique Paths
class Solution {
  public int uniquePaths(int m, int n) {
    int[][] dp = new int[m][n];
     for (int i = 0; i < m; i++) dp[i][0] = 1;
     for (int j = 0; j < n; j++) dp[0][j] = 1;
     for (int i = 1; i < m; i++) {
       for (int j = 1; j < n; j++) {
          dp[i][j] = dp[i - 1][j] + dp[i][j - 1];
     return dp[m-1][n-1];
}
Problem 2.3: Maximum Product Subarray
class Solution {
  public int maxProduct(int[] nums) {
    int maxProduct = nums[0], minProduct = nums[0], result = nums[0];
     for (int i = 1; i < nums.length; i++) {
       if (nums[i] < 0) {
          int temp = maxProduct;
          maxProduct = minProduct;
          minProduct = temp;
       maxProduct = Math.max(nums[i], maxProduct * nums[i]);
       minProduct = Math.min(nums[i], minProduct * nums[i]);
       result = Math.max(result, maxProduct);
     return result;
```

```
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Problem 2.4: Best Time to Buy and Sell Stock with Cooldown
class Solution {
  public int maxProfit(int[] prices) {
     if (prices.length == 0) return 0;
     int sell = 0, prevSell = 0, buy = Integer.MIN_VALUE, prevBuy;
     for (int price : prices) {
       prevBuy = buy;
       buy = Math.max(prevSell - price, buy);
       prevSell = sell;
       sell = Math.max(prevBuy + price, sell);
     return sell;
}
Problem 2.5: Word Break
import java.util.*;
class Solution {
  public boolean wordBreak(String s, List<String> wordDict) {
     Set<String> wordSet = new HashSet<>(wordDict);
     boolean[] dp = new boolean[s.length() + 1];
     dp[0] = true;
     for (int i = 1; i \le s.length(); i++) {
       for (int j = 0; j < i; j++) {
          if (dp[j] && wordSet.contains(s.substring(j, i))) {
            dp[i] = true;
            break;
     return dp[s.length()];
```

4. Output:

✓ Testcase
Accepted Runtime: 0 ms
• Case 1 • Case 2
Input
nums = [2,3,1,1,4]
Output
true
Fig-1 (Jump Game)
✓ Testcase >_ Test Result
Accepted Runtime: 0 ms
• Case 1 • Case 2
Input
m = 3
n = <b>7</b>
Output

Fig-2 (Unique Paths)

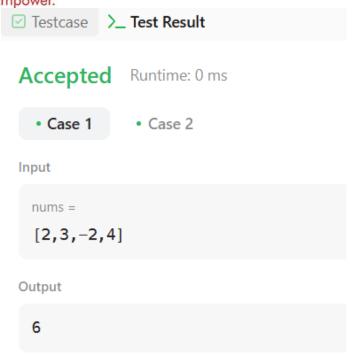


Fig-3 (Maximum Product Subarray)



Fig-4 (Best Time to Buy and Sell Stock with Cooldown)

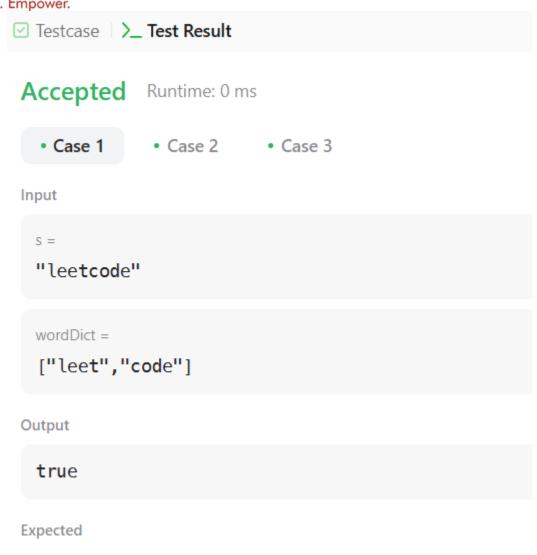


Fig-5 (Word Break)

## 5. Learning Outcome:

- 1. Understanding different dynamic programming approaches.
- 2. Learning optimization techniques like memoization and bottom-up DP.
- 3. Developing efficient strategies for subproblems and overlapping subproblems.
- 4. Improving problem-solving skills with real-world scenarios.