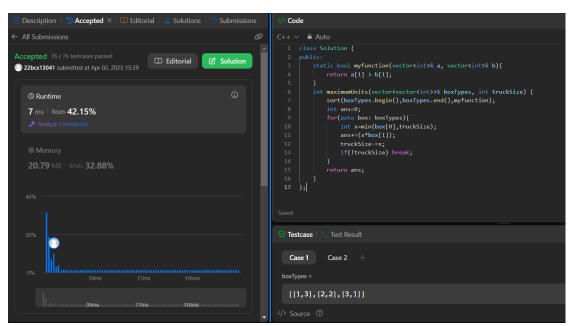
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Sec: FL\_IOT-601/A
Sub: AP Lab -II

### **Max Units on a Truck**

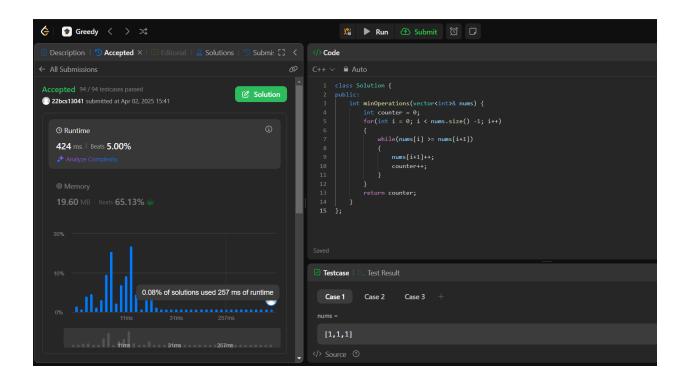
```
class Solution {
public:
  static bool myfunction(vector<int>& a, vector<int>& b){
    return a[1] > b[1];
  }
  int maximumUnits(vector<vector<int>>& boxTypes, int truckSize) {
    sort(boxTypes.begin(),boxTypes.end(),myfunction);
    int ans=0;
    for(auto box: boxTypes){
      int x=min(box[0],truckSize);
      ans+=(x*box[1]);
      truckSize-=x;
      if(!truckSize) break;
    return ans;
  }
};
```



### **Min Operations to Make Array Increasing**

class Solution {

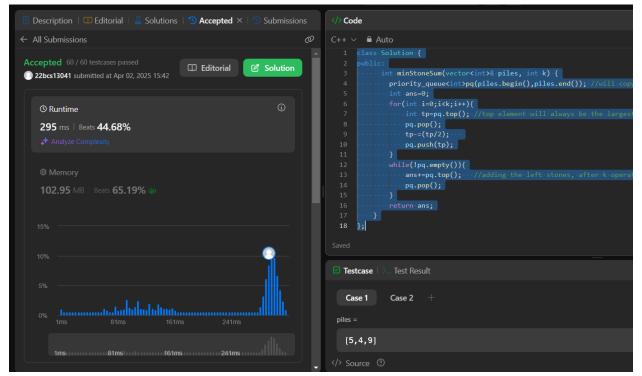
```
public:
    int minOperations(vector<int>& nums) {
        int counter = 0;
        for(int i = 0; i < nums.size() -1; i++)
        {
            while(nums[i] >= nums[i+1])
            {
                 nums[i+1]++;
                 counter++;
            }
        }
        return counter;
    }
}
```



## **Remove Stones to Maximize Total**

class Solution {

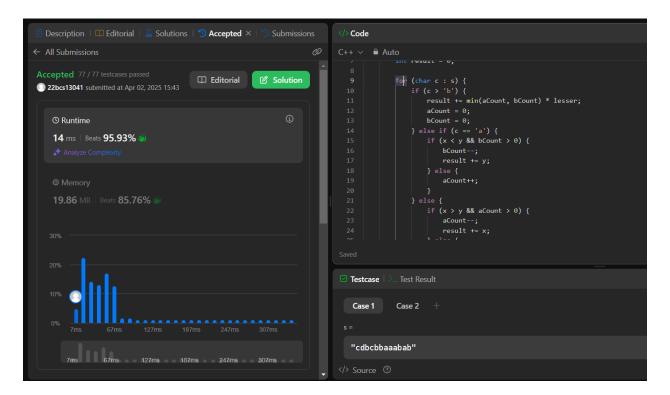
```
public:
   int minStoneSum(vector<int>& piles, int k) {
    priority_queue<int>pq(piles.begin(),piles.end()); //will copy the vector to the priority queue
    int ans=0;
    for(int i=0;i<k;i++){
      int tp=pq.top(); //top element will always be the largest element
      pq.pop();
      tp=(tp/2);
      pq.push(tp);
    }
    while(!pq.empty()){
      ans+=pq.top(); //adding the left stones, after k operations
      pq.pop();
    }
    return ans;
  }
};
```



# **Max Score from Removing Substrings**

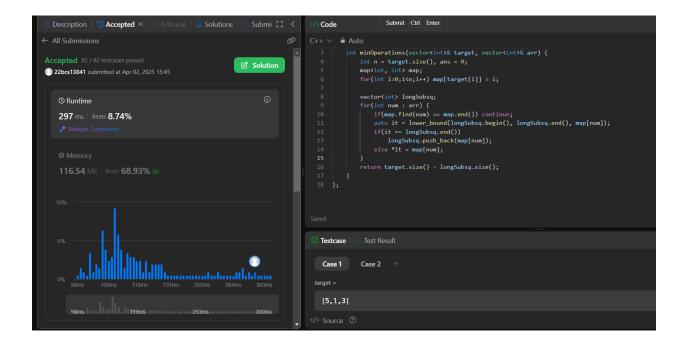
class Solution {

```
public:
  int maximumGain(string s, int x, int y) {
    int aCount = 0;
    int bCount = 0;
    int lesser = min(x, y);
    int result = 0;
    for (char c:s) {
       if (c > 'b') {
         result += min(aCount, bCount) * lesser;
         aCount = 0;
         bCount = 0;
       } else if (c == 'a') {
         if (x < y \&\& bCount > 0) {
           bCount--;
           result += y;
         } else {
           aCount++;
         }
       } else {
         if (x > y \&\& aCount > 0) {
           aCount--;
           result += x;
         } else {
           bCount++;
         }
      }
    }
    result += min(aCount, bCount) * lesser;
    return result;
  }
};
```



### Min Operations to Make a Subsequence

```
class Solution {
public:
  int minOperations(vector<int>& target, vector<int>& arr) {
    int n = target.size(), ans = 0;
    map<int, int> map;
    for(int i=0;i<n;i++) map[target[i]] = i;</pre>
    vector<int> longSubsq;
    for(int num: arr) {
       if(map.find(num) == map.end()) continue;
      auto it = lower_bound(longSubsq.begin(), longSubsq.end(), map[num]);
       if(it == longSubsq.end())
         longSubsq.push_back(map[num]);
      else *it = map[num];
    return target.size() - longSubsq.size();
  }
};
```



#### Max Number of Tasks You Can Assign

```
return false;
      }
       else
       {
         it=st.lower_bound(tasks[i]-strength);
         if(it!=st.end())
           st.erase(it);
           pills--;
         }
         else
           return false;
  }
  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;
  int high=min(workers.size(),tasks.size());
  while(low<high)
    int mid=(low+high+1)/2;
    if(check(tasks,workers,pills,strength,mid)==true)
    {
       low=mid;
    }
    else
      high=mid-1;
    }
  return high;
```

**}**;

