

## AP Experiment-8

Name: Shivangi Gupta

UID: 22BCS15008

Section: 601-A

Q1. Maximum Units on a Truck <https://leetcode.com/problems/maximum-units-on-a-truck/description/?envType=problem-list-v2&envId=greedy>

CODE:

```
class Solution {
public:
    int maximumUnits(vector<vector<int>>& boxTypes, int truckSize) {
        priority_queue<pair<int,int>> pq;
        for(auto box:boxTypes){
            pq.push({box[1],box[0]});
        }
        int numOfUnits=0;
        while(truckSize>0 && !pq.empty()){
            auto topBox=pq.top();
            pq.pop();

            int numOfBoxes=min(topBox.second,truckSize);
            numOfUnits+=numOfBoxes* topBox.first;
            truckSize-=numOfBoxes;
        }
        return numOfUnits;
    }
};
```

The screenshot shows the LeetCode interface for the problem "1710. Maximum Units on a Truck". The problem description states: "You are assigned to put some amount of boxes onto **one** truck. You are given a 2D array `boxTypes`, where `boxTypes[i] = [numberOfBoxesi, numberOfUnitsPerBoxi]`:"

- `numberOfBoxesi` is the number of boxes of type `i`.
- `numberOfUnitsPerBoxi` is the number of units in each box of the type `i`.

You are also given an integer `truckSize`, which is the **maximum** number of **boxes** that can be put on the truck. You can choose any boxes to put on the truck as long as the number of boxes does not exceed `truckSize`.

Return the **maximum** total number of **units** that can be put on the truck.

**Example 1:**  
**Input:** `boxTypes = [[1,3],[2,2],[3,1]]`, `truckSize = 4`  
**Output:** 8  
**Explanation:** There are:  
 - 1 box of the first type that contains 3 units.  
 - 2 boxes of the second type that contain 2 units each.  
 - 3 boxes of the third type that contain 1 unit each.  
 You can take all the boxes of the first and second types, and one box of the third type.  
 The total number of units will be =  $(1 * 3) + (2 * 2) + (1 * 1) = 8$ .

**Example 2:**

The code editor shows a C++ solution using a priority queue to select boxes with the highest units per box first.

```

1 class Solution {
2 public:
3     int maximumUnits(vector<vector<int>>& boxTypes, int truckSize) {
4         priority_queue<pair<int,int>> pq;
5         for(auto box:boxTypes){
6             pq.push({box[1],box[0]});
7         }
8         int numUnits=0;
9         while(truckSize>0 && !pq.empty()){
10             auto topBox=pq.top();
11             pq.pop();
12
13             int numBoxes=min(topBox.second,truckSize);
14             numUnits+=numBoxes* topBox.first;
15             truckSize-=numBoxes;
16         }
17         return numUnits;
18     }
19 };

```

The test case section shows Case 1 with `boxTypes = [[1,3],[2,2],[3,1]]` and the expected output is 8.

Q2. <https://leetcode.com/problems/minimum-operations-to-make-the-array-increasing/description/?envType=problem-list-v2&envId=greedy>

CODE:

```
class Solution {
```

```
public:
```

```
    int minOperations(vector<int>& nums) {
```

```
        int operations=0;
```

```
        for(int i=0;i<nums.size()-1;i++){
```

```
            if(nums[i]>=nums[i+1]){
```

```
                operations += (nums[i] - nums[i+1])+1;
```

```
                nums[i+1]=nums[i] +1;
```

```
            }
```

```
        }
```

```
        return operations;
```

```
    }
```

```
};
```

Accepted 94 / 94 testcases passed  
Shivangi Gupta submitted at Apr 02, 2025 11:00

Runtime: 8 ms Beats 75.79% Memory: 19.63 MB Beats 27.50%

Code:

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

Testcase: Case 1 Case 2 Case 3 +

nums = [1,1,1]

Q3. <https://leetcode.com/problems/remove-stones-to-minimize-the-total/?envType=problem-list-v2&envId=greedy>

CODE:

```
class Solution {
public:
    int minStoneSum(vector<int>& piles, int k) {
        priority_queue<int> maxHeap;

        for (int pile : piles) {
            maxHeap.push(pile);
        }

        for (int i = 0; i < k; ++i) {
            int largest = maxHeap.top();
            maxHeap.pop();
            maxHeap.push(largest - largest / 2);
        }

        int totalStones = 0;
```

```

while (!maxHeap.empty()) {

    totalStones += maxHeap.top();

    maxHeap.pop();

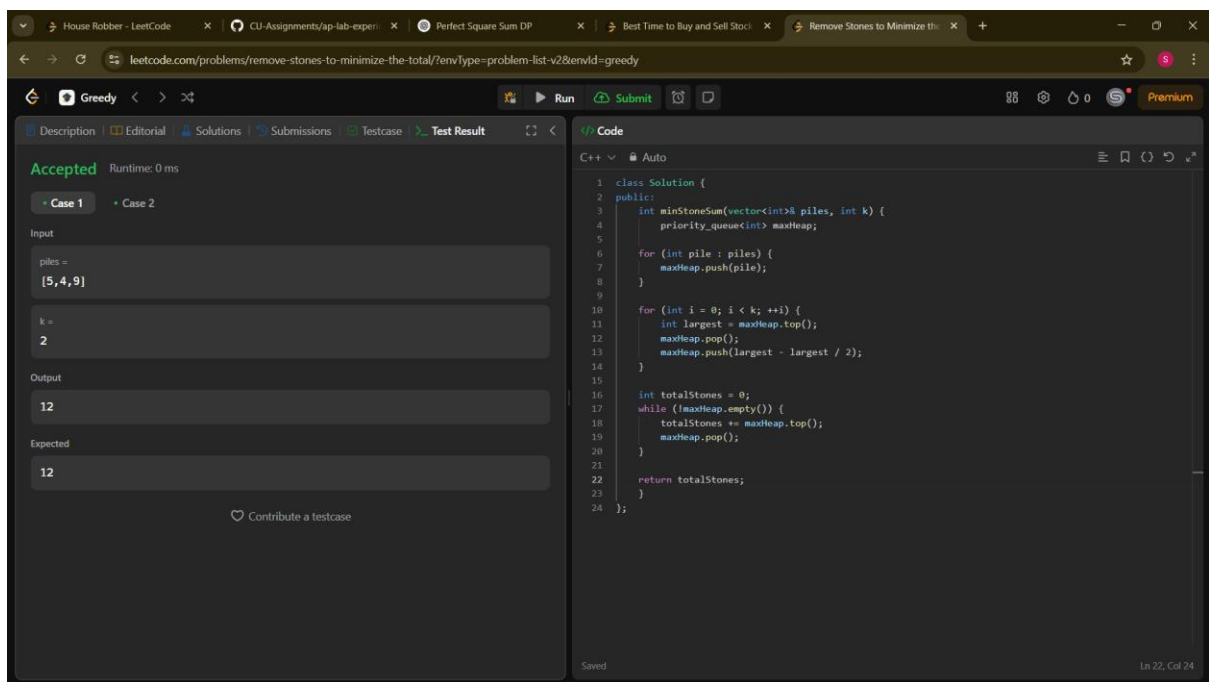
}

return totalStones;

}

};

```



Q4. <https://leetcode.com/problems/maximum-score-from-removing-substrings/?envType=problem-list-v2&envId=greedy>

CODE:

```

class Solution {
public:

    int maximumGain(string s, int x, int y) {

        int points = 0;

        while (true) {

            size_t pos_ab = s.find("ab");

```

```

size_t pos_ba = s.find("ba");

if (pos_ab != string::npos && (pos_ba == string::npos || x >= y)) {
    s.erase(pos_ab, 2);
    points += x;
} else if (pos_ba != string::npos) {
    s.erase(pos_ba, 2);
    points += y;
} else {
    break;
}
}

return points;
}

};

```

The screenshot shows a web browser with multiple tabs, including 'House Robber - LeetCode', 'CU-Assignments/ap-lab-experi...', 'Perfect Square Sum DP', 'Best Time to Buy and Sell Stock', and 'Maximum Score From Removing Substrings'. The active tab is the LeetCode problem page for 'Maximum Score From Removing Substrings' (envType=problem-list-v2&envId=greedy). The page shows the 'Accepted' status with a runtime of 0 ms. The input is s = "cdbcbbaaabab", x = 4, and y = 5. The output is 19, which matches the expected result. The code editor on the right contains the following C++ code:

```

1 class Solution {
2 public:
3     int maximumGain(string s, int x, int y) {
4         int points = 0;
5
6         while (true) {
7             size_t pos_ab = s.find("ab");
8             size_t pos_ba = s.find("ba");
9
10            if (pos_ab != string::npos && (pos_ba == string::npos || x >= y)) {
11                s.erase(pos_ab, 2);
12                points += x;
13            } else if (pos_ba != string::npos) {
14                s.erase(pos_ba, 2);
15                points += y;
16            } else {
17                break;
18            }
19        }
20
21        return points;
22    }
23 };

```