WORKSHEET 8

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Branch: CSE Section/Group: NTPP 603/B

Semester: 06 Date of Performance: 20/03/2025

Subject Name: AP Lab II Subject Code: 22CSP-351

1. Aim:

a) Max Units on a Truck

b) Min Operations to Make Array Increasing

c) Remove Stones to Maximize Total

2. Source Code:

a.

```
class Solution {
public:
 int maximumUnits(vector<vector<int>>& boxTypes, int truckSize) {
    int ans = 0;
    ranges::sort(boxTypes, ranges::greater{},
                 [](const vector<int>& boxType) { return boxType[1]; });
    for (const vector<int>& boxType : boxTypes) {
      const int boxes = boxType[0];
      const int units = boxType[1];
      if (boxes >= truckSize)
        return ans + truckSize * units;
      ans += boxes * units;
      truckSize -= boxes;
    }
    return ans;
 }
};
```

b.

```
class Solution {
  public:
    int minOperations(vector<int>& nums) {
      int ans = 0;
    int last = 0;

    for (const int num : nums) {
        ans += max(0, last - num + 1);
        last = max(num, last + 1);
    }

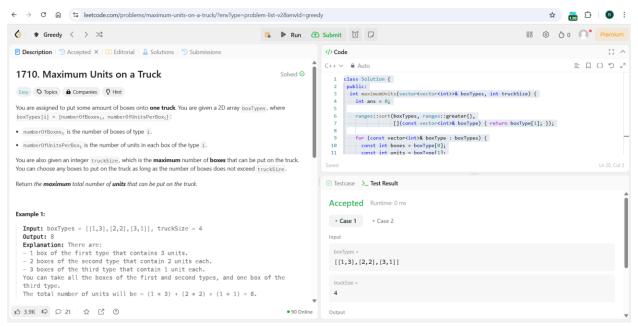
    return ans;
}
```

C.

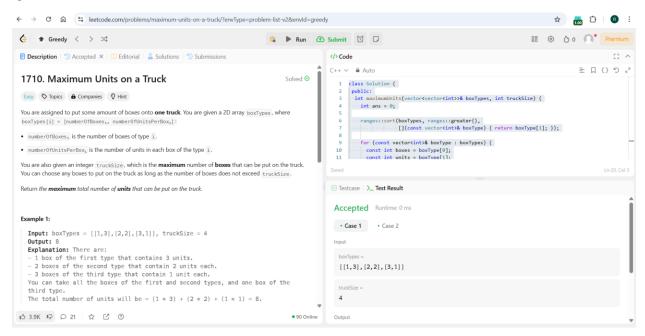
```
class Solution {
public:
  int minStoneSum(vector<int>& piles, int k) {
    int ans = accumulate(piles.begin(), piles.end(), 0);
    priority_queue<int> maxHeap;
    for (const int pile : piles)
      maxHeap.push(pile);
    for (int i = 0; i < k; ++i) {
      const int maxPile = maxHeap.top();
      maxHeap.pop();
      maxHeap.push(maxPile - maxPile / 2);
      ans -= maxPile / 2;
    }
    return ans;
  }
};
```

Screenshot of Outputs:

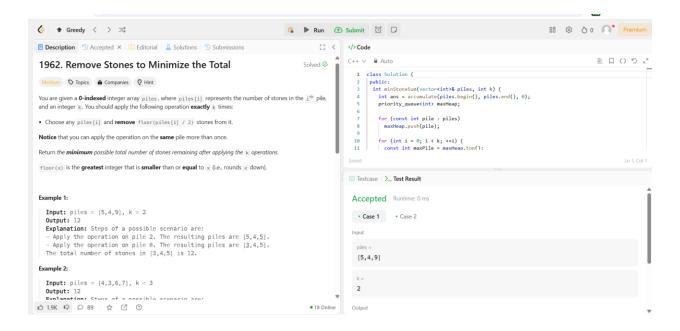
a.



b.



C.



3. Learning Outcomes

(i) Learned about Greedy Programming.