Experiment-8

Name:- Hemant Singh

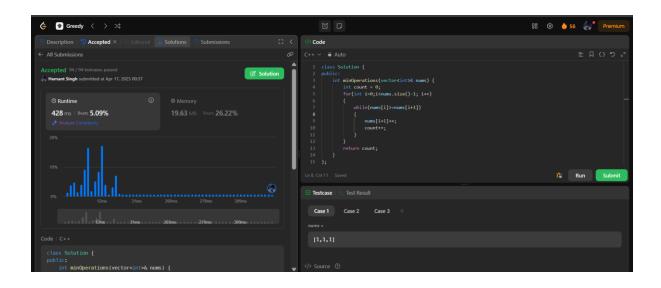
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Q1. https://leetcode.com/problems/minimum-operations-to-make-the-array-increasing/description/?envType=problem-list-v2&envId=greedy

Code:

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

Output:-



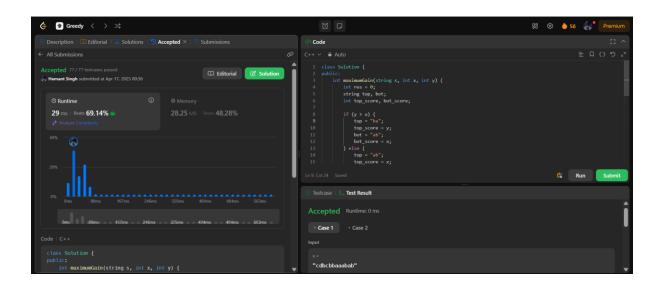
Q2. https://leetcode.com/problems/maximum-score-from-removing-substrings/description/?envType=problem-list-v2&envId=greedy

Code:

```
class Solution {
public:
  int maximumGain(string s, int x, int y) {
     int res = 0;
     string top, bot;
     int top score, bot score;
     if (y > x) {
       top = "ba";
       top score = y;
       bot = ab;
       bot score = x;
     } else {
       top = "ab";
       top\_score = x;
       bot = "ba";
       bot score = y;
     }
     vector<char> stack;
     for (char ch: s) {
       if (ch == top[1] \&\& !stack.empty() \&\& stack.back() == top[0]) {
          res += top_score;
          stack.pop back();
       } else {
          stack.push back(ch);
       }
     }
     vector<char> new_stack;
     for (char ch : stack) {
       if (ch == bot[1] \&\& !new stack.empty() \&\& new stack.back() == bot[0]) {
```

```
res += bot_score;
new_stack.pop_back();
} else {
    new_stack.push_back(ch);
}
return res;
}
```

Output:



Q3. https://leetcode.com/problems/minimum-operations-to-make-a-subsequence/submissions/1608868078/?envType=problem-list-v2&envId=greedy

Code:

```
class Solution {
public:
   int minOperations(vector<int>& target, vector<int>& arr) {
    unordered_map<int, int> mapping;
   int i = 0;
   for (auto& num : target)
    mapping[num] = ++i;
```

```
vector<int>A;
     for (int& num: arr)
       if (mapping.find(num) != mapping.end())
          A.push back(mapping[num]);
     return target.size() - lengthOfLIS(A);
private:
  int lengthOfLIS(vector<int>& nums) {
     if (nums.empty()) return 0;
     vector<int> piles;
     for(int i=0; i<nums.size(); i++) {
       auto it = std::lower_bound(piles.begin(), piles.end(), nums[i]);
       if (it == piles.end())
          piles.push_back(nums[i]);
       else
          *it = nums[i];
     return piles.size();
}
};
```

Output:

