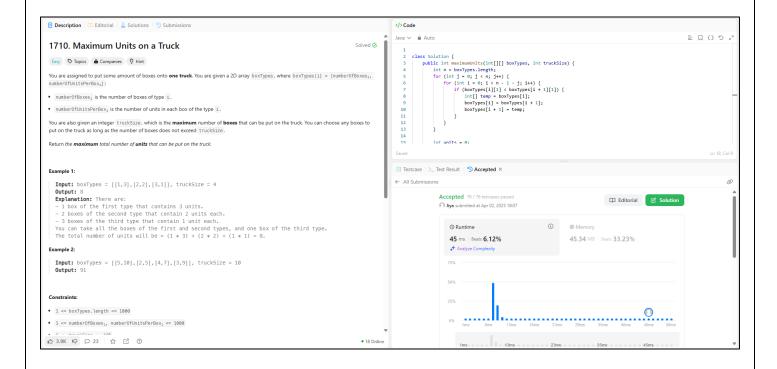


1710. Maximum Units on a Truck

https://leetcode.com/problems/maximum-units-on-a-truck/description/

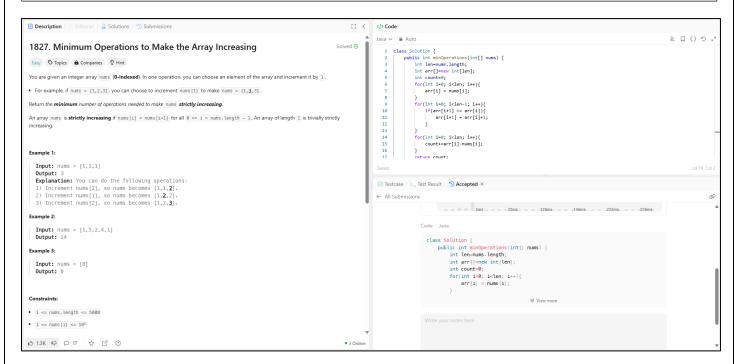
```
class Solution {
    public int maximumUnits(int[][] boxTypes, int truckSize) {
        int n = boxTypes.length;
        for (int j = 0; j < n; j++) {
             for (int i = 0; i < n - 1 - j; i++) {
                 if (boxTypes[i][1] < boxTypes[i + 1][1]) {</pre>
                     int[] temp = boxTypes[i];
                     boxTypes[i] = boxTypes[i + 1];
                     boxTypes[i + 1] = temp;
                 }
            }
        }
        int units = 0;
        int boxs = 0;
        for (int i = 0; i < n; i++) {
            if (boxs + boxTypes[i][0] <= truckSize) {</pre>
                 units += boxTypes[i][0] * boxTypes[i][1];
                 boxs += boxTypes[i][0];
             } else if (boxs < truckSize) {</pre>
                 int remaining = truckSize - boxs;
                 units += remaining * boxTypes[i][1];
                 break;
            }
        return units;
    }
}
```



1827. Minimum Operations to Make the Array Increasing

https://leetcode.com/problems/minimum-operations-to-make-the-array-increasing/description/

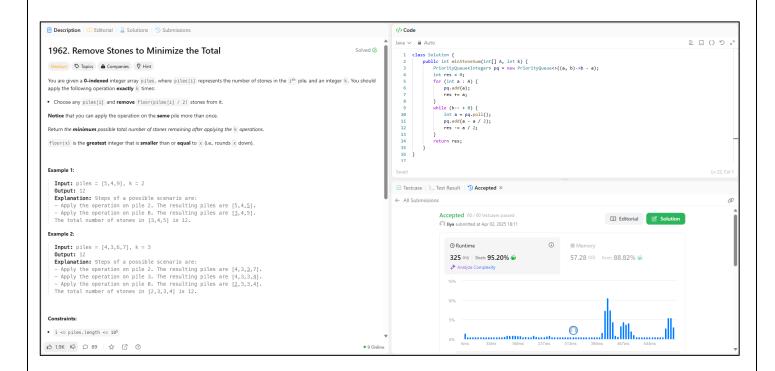
```
class Solution {
    public int minOperations(int[] nums) {
        int len=nums.length;
        int arr[]=new int[len];
        int count=0;
        for(int i=0; i<len; i++){</pre>
            arr[i] = nums[i];
        for(int i=0; i<len-1; i++){
            if(arr[i+1] <= arr[i]){
                 arr[i+1] = arr[i]+1;
        }
        for(int i=0; i<len; i++){
            count+=arr[i]-nums[i];
        return count;
    }
}
```



1962. Remove Stones to Minimize the Total

https://leetcode.com/problems/remove-stones-to-minimize-the-total/description/

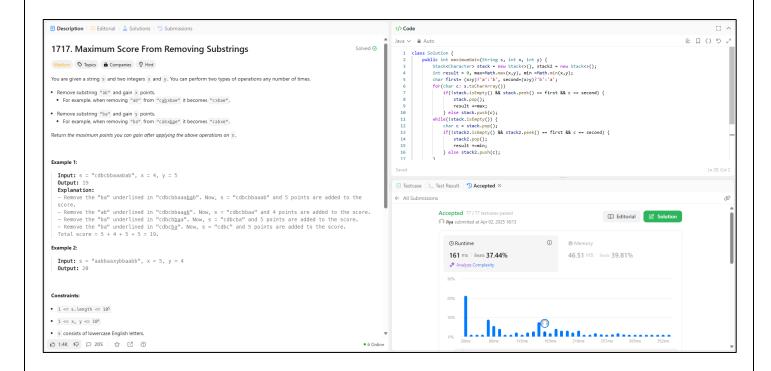
```
class Solution {
    public int minStoneSum(int[] A, int k) {
        PriorityQueue<Integer> pq = new PriorityQueue<>((a, b)->b - a);
        int res = 0;
        for (int a : A) {
            pq.add(a);
            res += a;
        }
        while (k-- > 0) {
            int a = pq.poll();
            pq.add(a - a / 2);
            res -= a / 2;
        }
        return res;
    }
}
```



1717. Maximum Score From Removing Substrings

https://leetcode.com/problems/maximum-score-from-removing-substrings/description/

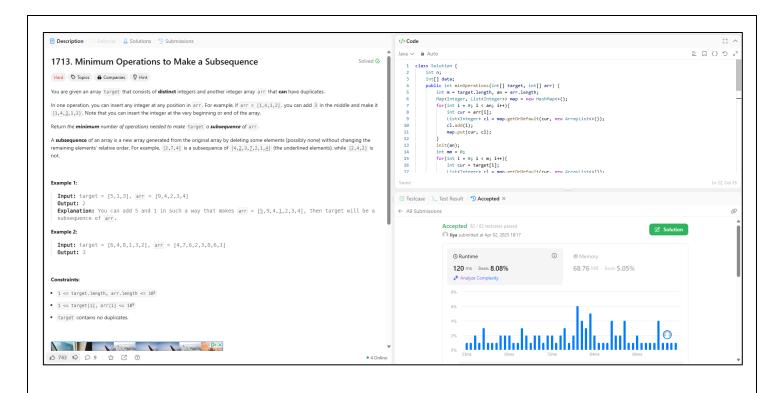
```
class Solution {
    public int maximumGain(String s, int x, int y) {
        Stack<Character> stack = new Stack<>(), stack2 = new Stack<>();
        int result = 0, max=Math.max(x,y), min =Math.min(x,y);
        char first= (x>y)?'a':'b', second=(x>y)?'b':'a';
        for(char c: s.toCharArray())
            if(!stack.isEmpty() && stack.peek() == first && c == second) {
                stack.pop();
                result +=max;
            } else stack.push(c);
        while(!stack.isEmpty()) {
            char c = stack.pop();
            if(!stack2.isEmpty() \&\& stack2.peek() == first \&\& c == second) {
                stack2.pop();
                result +=min;
            } else stack2.push(c);
        return result;
    }
}
```



1713. Minimum Operations to Make a Subsequence

https://leetcode.com/problems/minimum-operations-to-make-a-subsequence/description/

```
class Solution {
    int n;
    int[] data;
    public int minOperations(int[] target, int[] arr) {
        int m = target.length, an = arr.length;
        Map<Integer, List<Integer>> map = new HashMap<>();
        for(int i = 0; i < an; i++){
            int cur = arr[i];
            List<Integer> cl = map.getOrDefault(cur, new ArrayList<>());
            cl.add(i);
            map.put(cur, cl);
        init(an);
        int mm = 0;
        for(int i = 0; i < m; i++){
            int cur = target[i];
            List<Integer> cl = map.getOrDefault(cur, new ArrayList<>());
            int clen = cl.size();
            for(int j = clen - 1; j >= 0; j--){
                int pos = cl.get(j);
                int prev = query(0, pos, 0,0,n);
                int curv = prev + 1;
                update(pos, curv);
                //System.out.println(pos +" "+ curv);
                if(mm < curv) mm = curv;</pre>
            }
        return m - mm;
    void init(int n_){
        n = 1;
        while(n < n_{-}) n *= 2;
        data = new int[2 * n - 1];
        for(int i = 0; i < 2 * n - 1; i++)data[i] =0;
    }
    void update(int k, int a){
        k += n - 1;
        data[k] = a;
        while(k > 0){
            k = (k - 1)/2;
            data[k] = Math.max(data[k * 2 + 1], data[k * 2 + 2]);
        }
    }
    int query(int a, int b, int k, int l, int r){
        if(r <= a || b <= l)return 0;
        if(a \le l \& r \le b){
            return data[k];
        } else {
            int vl = query(a,b,k * 2 + 1, l, (l + r)/2);
            int vr = query(a,b,k * 2 + 2, (1 + r)/2, r);
            return Math.max(vl, vr);
        }
    }
}
```



2071. Maximum Number of Tasks You Can Assign

https://leetcode.com/problems/maximum-number-of-tasks-you-can-assign/description/

```
class Solution {
    public int maxTaskAssign(int[] tasks, int[] workers, int pills, int strength) {
        Arrays.sort(tasks);
        TreeMap<Integer, Integer> map = new TreeMap<>();
        for (int i : workers)
            map.put(i, map.getOrDefault(i, 0) + 1);
        int res = 0, left = 0, right = Math.min(tasks.length, workers.length) - 1;
        while (left <= right) {
            int mid = (left + right) / 2;
            if (validate(tasks, (TreeMap<Integer, Integer>)map.clone(), pills,
strength, mid))
                res = left = mid + 1;
            else
                right = mid - 1;
        return res;
    boolean validate(int[] tasks, TreeMap<Integer, Integer> map, int pills, int
strength, int pos) {
        for (; pos >= 0; pos--) {
            int maxStrength = map.lastKey(), t = tasks[pos];
            if (pills > 0 && strength + maxStrength < t || pills == 0 && maxStrength
<t)
                return false;
            if (maxStrength < t) {</pre>
                t -= strength;
                pills--;
            int matchStrength = map.ceilingKey(t);
            if (map.get(matchStrength) > 1)
                map.put(matchStrength, map.get(matchStrength) - 1);
                map.remove(matchStrength);
        return true;
    }
}
```

