## **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 TruckMin Operations to Make Array Increasing b)

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];
int units = boxType[1];
                            if (boxes >=
truckSize)
                return ans + truckSize *
           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;
    }
};
```

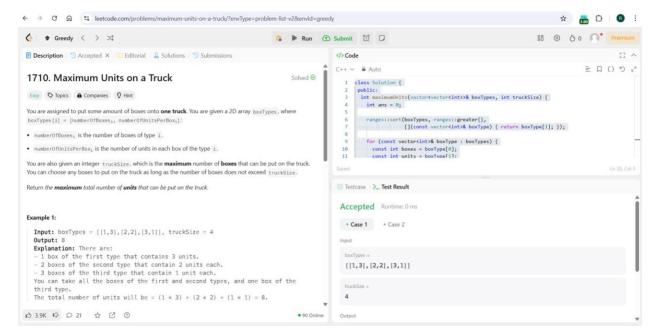
## C.

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

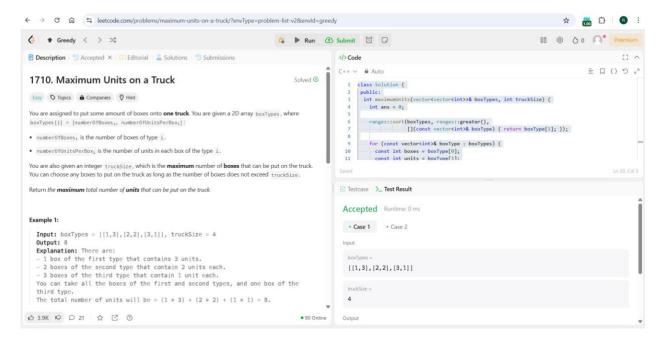
# **Screenshot of Outputs:**

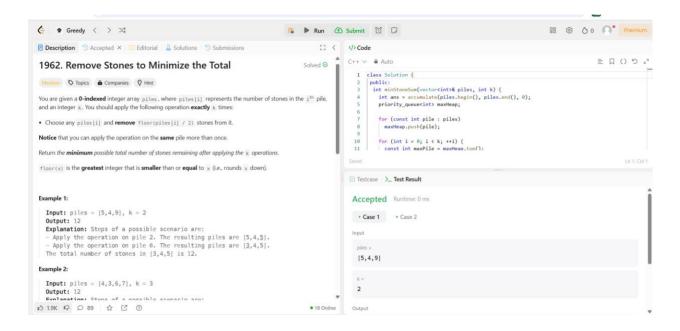
a.

Discover. Learn. Empower.



### b.





## 3. Learning Outcomes

(i) Learned about Greedy Programming.