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SEC : FI_Iot 601 'A'

Ap experiment 9

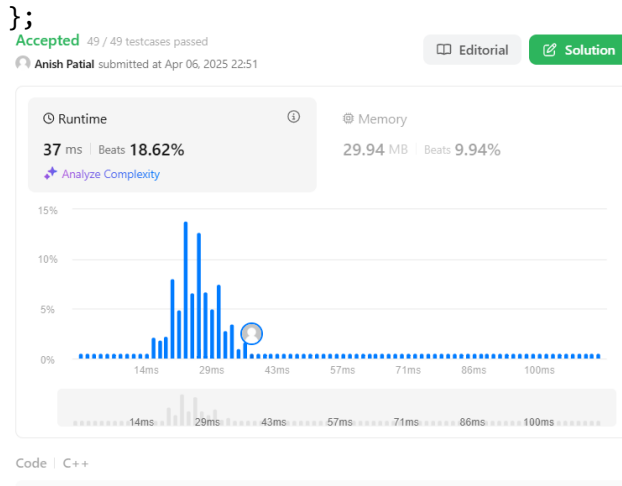
1. Number of Islands

```
class Solution {
public:
    int numIslands(vector<vector<char>>& grid) {
        constexpr int kDirs[4][2] = {{0, 1}, {1, 0}, {0, -1}, {-1, 0}};
        const int m = grid.size();
        const int n = grid[0].size();
        int ans = 0;

        auto bfs = [&](int r, int c) {
            queue<pair<int, int>> q{{{r, c}}};
            grid[r][c] = '2';
            while (!q.empty()) {
                const auto [i, j] = q.front();
                q.pop();
                for (const auto& [dx, dy] : kDirs) {
                    const int x = i + dx;
                    const int y = j + dy;
                    if (x < 0 || x == m || y < 0 || y == n)
                        continue;
                    if (grid[x][y] != '1')
                        continue;
                    q.emplace(x, y);
                    grid[x][y] = '2';
                }
            }
        };

        for (int i = 0; i < m; ++i)
            for (int j = 0; j < n; ++j)
                if (grid[i][j] == '1') {
                    bfs(i, j);
                    ++ans;
                }

        return ans;
    }
};
```



```
1 class Solution {
2 public:
3     int numIslands(vector<vector<char>>& grid) {
4         constexpr int kDirs[4][2] = {{0, 1}, {1, 0}, {0, -1}, {-1, 0}};
5         const int m = grid.size();
6         const int n = grid[0].size();
7         int ans = 0;
8
9         auto bfs = [&](int r, int c) {
10             queue<pair<int, int>> q{{{r, c}}};
11             grid[r][c] = '2';
12             while (!q.empty()) {
13                 const auto [i, j] = q.front();
14                 q.pop();
15                 for (const auto& [dx, dy] : kDirs) {
16                     const int x = i + dx;
17                     const int y = j + dy;
```

Saved

☒ Testcase ☒ Test Result

Accepted Runtime: 3 ms

• Case 1 • Case 2

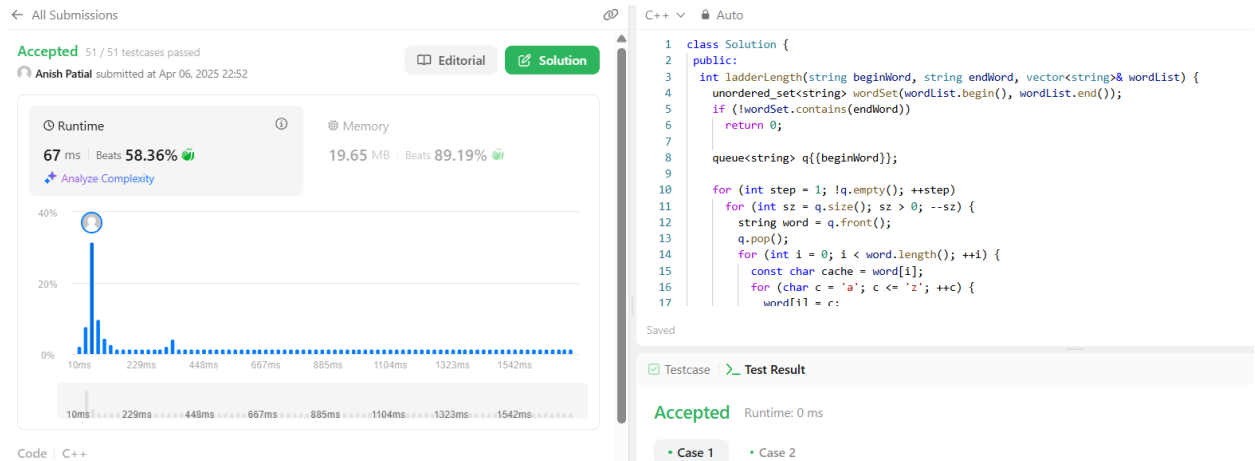
2. Word Ladder

```
class Solution {
public:
    int ladderLength(string beginWord, string endWord, vector<string>& wordList) {
        unordered_set<string> wordSet(wordList.begin(), wordList.end());
        if (!wordSet.contains(endWord))
            return 0;

        queue<string> q{{beginWord}};

        for (int step = 1; !q.empty(); ++step)
            for (int sz = q.size(); sz > 0; --sz) {
                string word = q.front();
                q.pop();
                for (int i = 0; i < word.length(); ++i) {
                    const char cache = word[i];
                    for (char c = 'a'; c <= 'z'; ++c) {
                        word[i] = c;
                        if (word == endWord)
                            return step + 1;
                        if (wordSet.contains(word)) {
                            q.push(word);
                            wordSet.erase(word);
                        }
                    }
                    word[i] = cache;
                }
            }

        return 0;
    }
};
```



3. Surrounded Regions

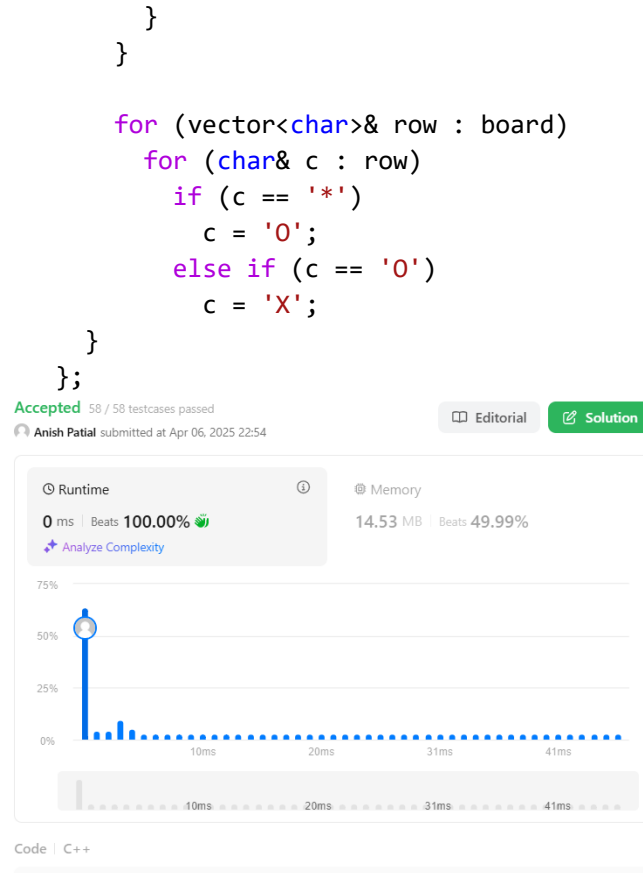
```

class Solution {
public:
    void solve(vector<vector<char>>& board) {
        if (board.empty())
            return;
        constexpr int kDirs[4][2] = {{0, 1}, {1, 0}, {0, -1}, {-1, 0}};
        const int m = board.size();
        const int n = board[0].size();

        queue<pair<int, int>> q;

        for (int i = 0; i < m; ++i)
            for (int j = 0; j < n; ++j)
                if (i * j == 0 || i == m - 1 || j == n - 1)
                    if (board[i][j] == 'O') {
                        q.emplace(i, j);
                        board[i][j] = '*';
                    }
        while (!q.empty()) {
            const auto [i, j] = q.front();
            q.pop();
            for (const auto& [dx, dy] : kDirs) {
                const int x = i + dx;
                const int y = j + dy;
                if (x < 0 || x == m || y < 0 || y == n)
                    continue;
                if (board[x][y] != 'O')
                    continue;
                q.emplace(x, y);
                board[x][y] = '*';
            }
        }
    }
};

```



```

1 class Solution {
2 public:
3     void solve(vector<vector<char>>& board) {
4         if (board.empty())
5             return;
6         constexpr int kDirs[4][2] = {{0, 1}, {1, 0}, {0, -1}, {-1, 0}};
7         const int m = board.size();
8         const int n = board[0].size();
9
10        queue<pair<int, int>> q;
11
12        for (int i = 0; i < m; ++i)
13            for (int j = 0; j < n; ++j)
14                if (i * j == 0 || i == m - 1 || j == n - 1)
15                    if (board[i][j] == 'O') {
16                        q.emplace(i, j);
17                        board[i][j] = 'X';
18                    }
19    }
20 };

```

Saved

Testcase Test Result

Accepted Runtime: 0 ms

Case 1 Case 2

4. Binary Tree Maximum Path Sum

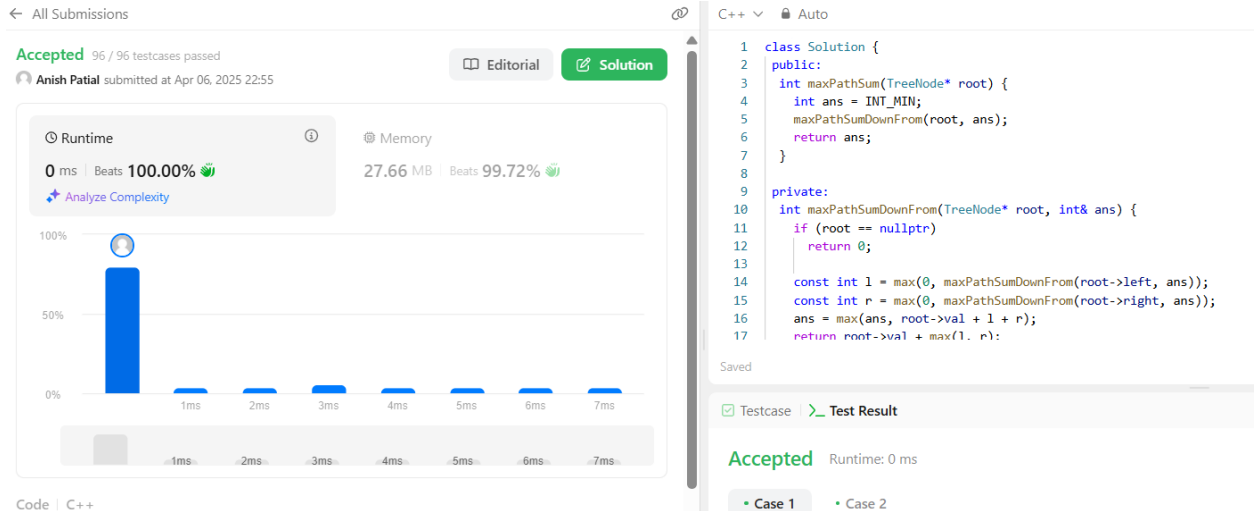
```

class Solution {
public:
    int maxPathSum(TreeNode* root) {
        int ans = INT_MIN;
        maxPathSumDownFrom(root, ans);
        return ans;
    }

private:
    int maxPathSumDownFrom(TreeNode* root, int& ans) {
        if (root == nullptr)
            return 0;

        const int l = max(0, maxPathSumDownFrom(root->left, ans));
        const int r = max(0, maxPathSumDownFrom(root->right, ans));
        ans = max(ans, root->val + l + r);
        return root->val + max(l, r);
    }
};

```



5. Number of Provinces

```

class UnionFind {
public:
    UnionFind(int n) : count(n), id(n), rank(n) {
        iota(id.begin(), id.end(), 0);
    }

```

```

    void unionByRank(int u, int v) {
        const int i = find(u);
        const int j = find(v);
        if (i == j)
            return;
        if (rank[i] < rank[j]) {
            id[i] = j;
        } else if (rank[i] > rank[j]) {
            id[j] = i;
        } else {
            id[i] = j;
            ++rank[j];
        }
        --count;
    }

```

```

    int getCount() const {
        return count;
    }

```

```

private:
    int count;
    vector<int> id;
    vector<int> rank;

```

```

    int find(int u) {
        return id[u] == u ? u : id[u] = find(id[u]);
    }
};

```

```

class Solution {
public:
    int findCircleNum(vector<vector<int>>& isConnected) {
        const int n = isConnected.size();
        UnionFind uf(n);

        for (int i = 0; i < n; ++i)
            for (int j = i; j < n; ++j)
                if (isConnected[i][j] == 1)
                    uf.unionByRank(i, j);

        return uf.getCount();
    }
};

```

← All Submissions

Accepted 114 / 114 testcases passed

Anish Patil submitted at Apr 06, 2025 22:57

Editorial

Solution

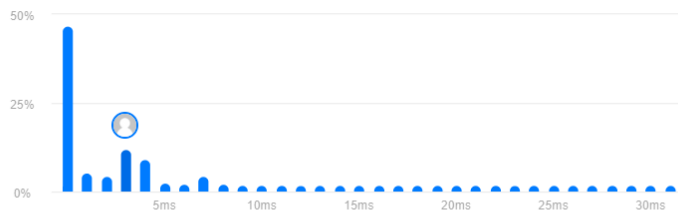
Runtime

3 ms | Beats 43.25%

Analyze Complexity

Memory

19.40 MB | Beats 82.53%



Code | C++

C++ v Auto

```

1 class UnionFind {
2 public:
3     UnionFind(int n) : count(n), id(n), rank(n) {
4         iota(id.begin(), id.end(), 0);
5     }
6
7     void unionByRank(int u, int v) {
8         const int i = find(u);
9         const int j = find(v);
10        if (i == j)
11            return;
12        if (rank[i] < rank[j]) {
13            id[i] = j;
14        } else if (rank[i] > rank[j]) {
15            id[j] = i;
16        } else {
17            id[i] = i;

```

Saved

Testcase > Test Result

Accepted Runtime: 0 ms

Case 1

Case 2

6. Lowest Common Ancestor of a Binary Tree

```

class Solution {
public:
    TreeNode* lowestCommonAncestor(TreeNode* root, TreeNode* p, TreeNode* q) {
        if (root == nullptr || root == p || root == q)
            return root;

        TreeNode* left = lowestCommonAncestor(root->left, p, q);
        TreeNode* right = lowestCommonAncestor(root->right, p, q);
    }
};

```

Accepted 32 / 32 testcases passed

Anish Patil submitted at Apr 06, 2025 22:59

[Editorial](#) [Solution](#)

Runtime 3 ms | Beats 99.71% Memory 17.08 MB | Beats 99.44%

[Analyze Complexity](#)

```

class Solution {
public:
    TreeNode* lowestCommonAncestor(TreeNode* root, TreeNode* p, TreeNode* q) {
        if (root == nullptr || root == p || root == q)
            return root;
        TreeNode* left = lowestCommonAncestor(root->left, p, q);
        TreeNode* right = lowestCommonAncestor(root->right, p, q);
        if (left != nullptr && right != nullptr)
            return root;
        return left == nullptr ? right : left;
    }
};

```

Saved

☒ Testcase [Test Result](#)

Accepted Runtime: 0 ms

- Case 1
- Case 2
- Case 3

Input

```
enum class State { kInit, kVisiting, kVisited };
```

```
class Solution {
public:
    bool canFinish(int numCourses, vector<vector<int>>& prerequisites) {
        vector<vector<int>> graph(numCourses);
        vector<State> states(numCourses);

        for (const vector<int>& prerequisite : prerequisites) {
            const int u = prerequisite[1];
            const int v = prerequisite[0];
            graph[u].push_back(v);
        }

        for (int i = 0; i < numCourses; ++i)
            if (hasCycle(graph, i, states))
                return false;

        return true;
    }

private:
    bool hasCycle(const vector<vector<int>>& graph, int u,
```

```

        vector<State>& states) {
    if (states[u] == State::kVisiting)
        return true;
    if (states[u] == State::kVisited)
        return false;
    states[u] = State::kVisiting;
    for (const int v : graph[u])
        if (hasCycle(graph, v, states))
            return true;
    states[u] = State::kVisited;
    return false;
}
};

```

← All Submissions

Accepted 54 / 54 testcases passed

Anish Patil submitted at Apr 06, 2025 23:00

Editorial

Solution

Runtime

7 ms | Beats 52.39%

Analyze Complexity

Memory

19.32 MB | Beats 67.61%



Code | C++

```
enum class State { kInit, kVisiting, kVisited };
```

C++ Auto

```

1 enum class State { kInit, kVisiting, kVisited };
2
3 class Solution {
4 public:
5     bool canFinish(int numCourses, vector<vector<int>>& prerequisites) {
6         vector<vector<int>> graph(numCourses);
7         vector<State> states(numCourses);
8
9         for (const vector<int>& prerequisite : prerequisites) {
10             const int u = prerequisite[1];
11             const int v = prerequisite[0];
12             graph[u].push_back(v);
13         }
14
15         for (int i = 0; i < numCourses; ++i)
16             if (hasCycle(graph, i, states))
17                 return false;

```

Saved

Testcase Test Result

Accepted Runtime: 0 ms

Case 1

Case 2

Input

8. Longest Increasing Path in a Matrix

```

class Solution {
public:
    int longestIncreasingPath(vector<vector<int>>& matrix) {
        const int m = matrix.size();
        const int n = matrix[0].size();
        int ans = 0;
        vector<vector<int>> mem(m, vector<int>(n));

        for (int i = 0; i < m; ++i)
            for (int j = 0; j < n; ++j)
                ans = max(ans, dfs(matrix, i, j, INT_MIN, mem));
        return ans;
    }
private:
    int dfs(const vector<vector<int>>& matrix, int i, int j, int prev,
            vector<vector<int>>& mem) {

```

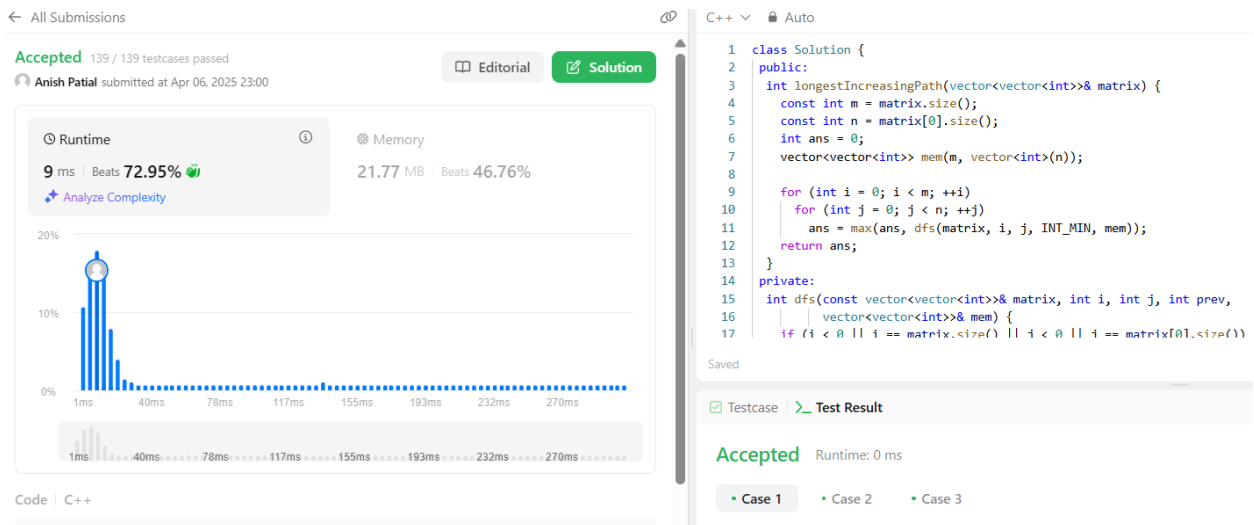


```

        if (i < 0 || i == matrix.size() || j < 0 || j == matrix[0].size())
            return 0;
        if (matrix[i][j] <= prev)
            return 0;
        int& ans = mem[i][j];
        if (ans > 0)
            return ans;

        const int curr = matrix[i][j];
        return ans = 1 + max({dfs(matrix, i + 1, j, curr, mem),
                             dfs(matrix, i - 1, j, curr, mem),
                             dfs(matrix, i, j + 1, curr, mem),
                             dfs(matrix, i, j - 1, curr, mem)});
    }
};

```



9. Course Schedule II

```
enum class State { kInit, kVisiting, kVisited };
```

```

class Solution {
public:
    vector<int> findOrder(int numCourses, vector<vector<int>>& prerequisites) {
        vector<int> ans;
        vector<vector<int>> graph(numCourses);
        vector<State> states(numCourses);

        for (const vector<int>& prerequisite : prerequisites) {
            const int u = prerequisite[1];
            const int v = prerequisite[0];
            graph[u].push_back(v);
        }

        for (int i = 0; i < numCourses; ++i)

```

```

        if (hasCycle(graph, i, states, ans))
            return {};

        ranges::reverse(ans);
        return ans;
    }

private:
    bool hasCycle(const vector<vector<int>>& graph, int u, vector<State>& states,
                 vector<int>& ans) {
        if (states[u] == State::kVisiting)
            return true;
        if (states[u] == State::kVisited)
            return false;
        states[u] = State::kVisiting;
        for (const int v : graph[u])
            if (hasCycle(graph, v, states, ans))
                return true;
        states[u] = State::kVisited;
        ans.push_back(u);
        return false;
    }
};

```

← All Submissions

Accepted 45 / 45 testcases passed

Anish Patil submitted at Apr 06, 2025 23:02

Editorial

Solution

Runtime

0 ms | Beats 100.00%

Analyze Complexity

Memory

18.12 MB | Beats 65.32%



Code | C++

C++ Auto

```

1  enum class State { kInit, kVisiting, kVisited };
2
3  class Solution {
4  public:
5      vector<int> findOrder(int numCourses, vector<vector<int>>& prerequisites) {
6          vector<int> ans;
7          vector<vector<int>> graph(numCourses);
8          vector<State> states(numCourses);
9
10         for (const vector<int>& prerequisite : prerequisites) {
11             const int u = prerequisite[1];
12             const int v = prerequisite[0];
13             graph[u].push_back(v);
14         }
15
16         for (int i = 0; i < numCourses; ++i)
17             if (hasCycle(graph, i, states, ans))

```

Saved

Testcase Test Result

Accepted Runtime: 0 ms

Case 1 Case 2 Case 3