### **WORKSHEET 9**

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Branch: CSE Section/Group: NTPP 603/B

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

### 1. Aim:

a. Number of Islands.

b. Word Ladder

c. Surrounded Regions

#### 2. Source Code:

#### a.

```
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'; // Mark '2' as visited.
     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;
```

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## b.

```
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] == '0') {
            q.emplace(i, j);
            board[i][j] = '*';
          }
    // Mark the grids that stretch from the four sides with '*'.
    while (!q.empty()) {
```

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```
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] != '0')
          continue;
        q.emplace(x, y);
        board[x][y] = '*';
      }
    }
    for (vector<char>& row : board)
      for (char& c : row)
        if (c == '*')
          c = '0';
        else if (c == '0')
          c = 'X';
 }
};
C.
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) {</pre>
          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)) {
```

## 3. Screenshot of Outputs:

a.

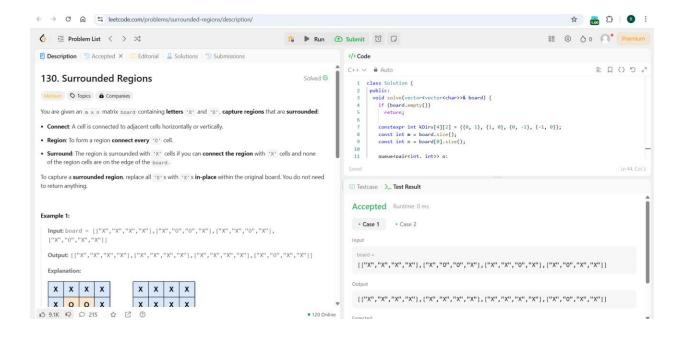
```
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                98 🕸 👌 o 📭 Premiun
    ♦ E Problem List < > >
                                                                                                                                                                                                                                                                          № Run ① Submit ② □

■ Description | ⑤ Accepted × | □ Editorial | ▲ Solutions | ⑤ Submissions

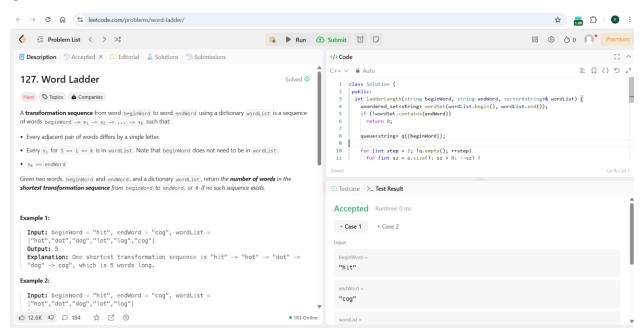
                                                                                                                                                                                                                                                                                                                                          </>Code
                                                                                                                                                                                                                                                                                                                                         C++ ∨ 🔒 Auto
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                                                                                                                                                                                                                                                                                                                                               1 class Solution {
    public:
        int numIslands(vector<cctor<cctor<cctor</c>
        4 consexpr int kbirs[4][2] = {(0, 1), (1, 0), (0, -1), (-1, 0)};
        const int m = grid.size();
        const int n = grid[0].size();
        int ans = 0;
}
                                                                                                                                                                                                                                                                                           Solved @
    200. Number of Islands
    Medium ♥ Topics ♠ Companies
    Given an m x n 2D binary grid grid which represents a map of '1's (land) and '0's (water), return the number
     An island is surrounded by water and is formed by connecting adjacent lands horizontally or vertically. You may
                                                                                                                                                                                                                                                                                                                                               auto bfs = [8](int r, int c) {
    queue<pair<int, int>> q{{{r, c}}};
    eridfrlfcl = '2': // Mark '2' as visited.
    assume all four edges of the grid are all surrounded by water.
    Example 1:
        Input: grid = [
["1","1","1","1","0"],
["1","1","0","1","0"],
["1","1","0","0","0"],
                                                                                                                                                                                                                                                                                                                                               Accepted Runtime: 0 ms
                                                                                                                                                                                                                                                                                                                                               • Case 1 • Case 2
          Output: 1
                                                                                                                                                                                                                                                                                                                                                    [["1","1","1","1","0"],["1","1","0","1","0"],["1","1","0","0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0"],["0","0
                                                                                                                                                                                                                                                                                                                                              Output
  13 23.6K 1 □ □ 247 ☆ □ ①
                                                                                                                                                                                                                                                                                               • 333 Online
```

b.

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#### C.



# 4. Learning Outcomes

- (i) Learned about graph data structures.
- (ii)Understand the Role of Nodes (Vertices) in Graphs.