

APASSIGNMENT 5

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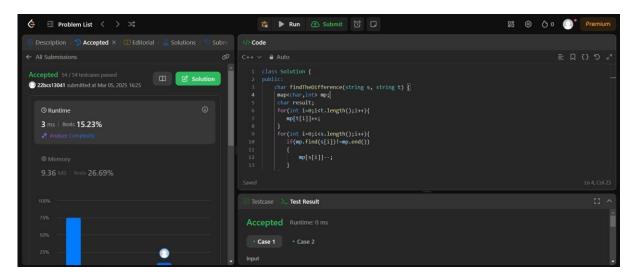
APASSIGNMENT 5

Q1. Find the Difference

```
<u>Implementation Code:</u>
```

```
class Solution {
public:
  char findTheDifference(string s, string t) {
   map<char,int> mp;
   char result;
   for(int i=0;i<t.length();i++){
     mp[t[i]]++;
   for(int i=0;i<s.length();i++){
     if(mp.find(s[i])!=mp.end())
        mp[s[i]]--;
   for(auto it: mp)
       if(it.second \ge 1)
        result=it.first;
   return result;
  }
};
```

class Solution {

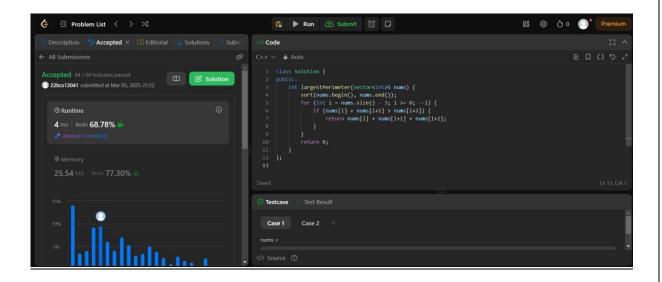


Q2. Largest Perimeter Triangle

Implementation Code:

```
class Solution { public: int
largestPerimeter(vector<int>& nums) {
   sort(nums.begin(), nums.end());   for (int i =
   nums.size() - 3; i >= 0; --i) {       if (nums[i] +
        nums[i+1] > nums[i+2]) {
        return nums[i] + nums[i+1] + nums[i+2];
        }
    }
   return 0;
   }
}
```

Output:

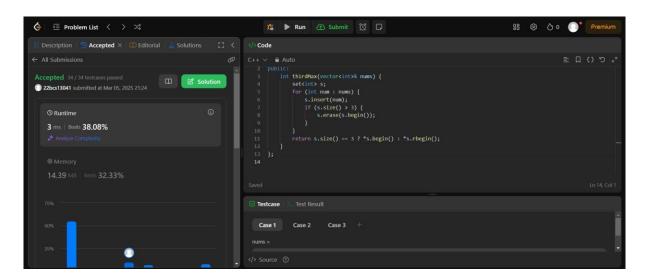


Q3. Third Maximum Number

<u>Implementation Code:</u>

```
}
return s.size() == 3 ? *s.begin() : *s.rbegin();
}
```

Output:

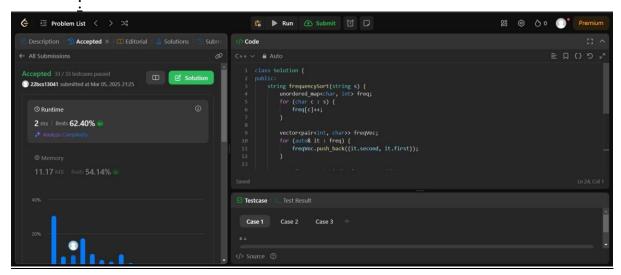


Q4. Sort Characters by frequency

<u>Implementation Code:</u>

```
class Solution { public: string
frequencySort(string s) {
    unordered_map<char, int> freq;
for (char c : s) {
      freq[c]++;
    }
    vector<pair<int, char>> freqVec;
    for (auto& it : freq) {
      freqVec.push_back({it.second, it.first});
    }
    sort(freqVec.rbegin(), freqVec.rend());
         string result;
                           for
(auto& p : freqVec) {
      result.append(p.first, p.second);
    }
    return result;
  }
};
```

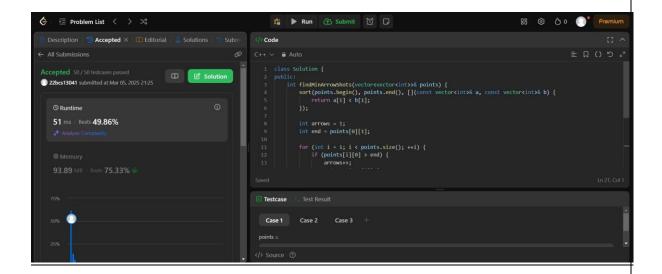
Output



Q5. Minimum Number of Arrows to Burst Balloons

Implementation Code:

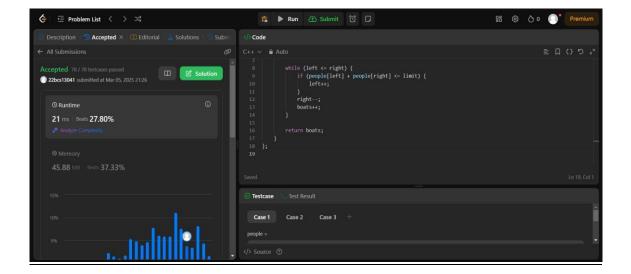
```
class Solution {
public:
  int findMinArrowShots(vector<vector<int>>& points) {
    sort(points.begin(), points.end(), [](const vector<int>& a, const vector<int>& b) {
                                                                                                  return
a[1] < b[1];
    });
    int arrows = 1;
    int end = points[0][1];
    for (int i = 1; i < points.size(); ++i) {</pre>
if (points[i][0] > end) {
                                 arrows++;
         end = points[i][1];
      }
    }
    return arrows;
  }
};
```



Q6. Boats to save people

Implementation Code:

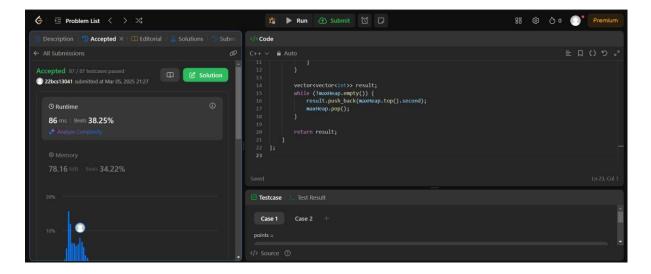
```
class Solution { public: int
numRescueBoats(vector<int>& people, int limit) {
sort(people.begin(), people.end());
                                       int left = 0, right =
people.size() - 1;
                   int boats = 0;
    while (left <= right) {
                                 if (people[left] +
people[right] <= limit) {</pre>
         left++;
}
        right--;
boats++;
    }
    return boats;
  }
};
```



Q7. K closest points to origin

<u>Implementation Code:</u>

```
Solution { public:
                                                    vector<vector<int>>
kClosest(vector<vector<int>>& points, int k) { priority_queue<pair<int,
vector<int>>> maxHeap;
    for (auto& point : points) {
      int dist = point[0] * point[0] + point[1] * point[1];
      maxHeap.push({dist, point});
if (maxHeap.size() > k) {
        maxHeap.pop();
      }
    }
    vector<vector<int>> result;
                                   while
(!maxHeap.empty()) {
result.push_back(maxHeap.top().second);
      maxHeap.pop();
    }
    return result;
 }};
```



Q8. Reduce array size to half

Implementation Code:

```
class Solution { public: int
minSetSize(vector<int>& arr) {
unordered_map<int, int> freq;
    for (int num : arr) {
      freq[num]++;
    }
    priority_queue<int> maxHeap;
for (auto& [key, count]: freq) {
      maxHeap.push(count);
    }
    int removed = 0, sets = 0, half = arr.size() / 2;
while (removed < half) {
                              removed +=
maxHeap.top();
      maxHeap.pop();
      sets++;
    }
    return sets;
  }
};
```

