

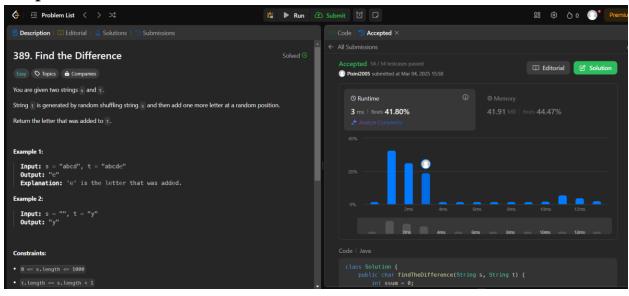
ASSIGNMENT -5 (ADVANCED PROGRAMMING)

1. Problem 1: Find the Difference.

2. Implementation/Code:

```
class Solution {
  public char findTheDifference(String s, String t) {
    int ssum = 0;
    int tsum =0;
    for(int i=0;i<s.length();i++)
    {ssum = ssum + (int)s.charAt(i); }
    for(int i=0;i<t.length();i++) {
        tsum = tsum + (int)t.charAt(i); }
    int value = tsum - ssum;
    return (char)value;
    }}</pre>
```

3. Output:

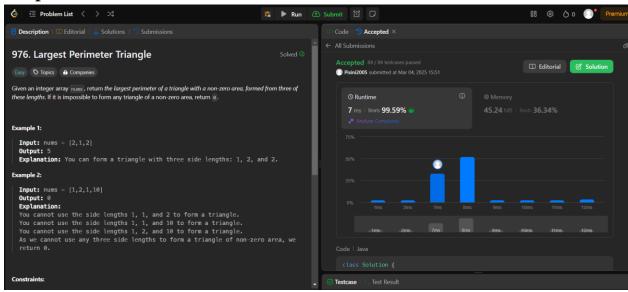


1. Problem 2: Largest Perimeter Triangle

2. Implementation/Code:

```
class Solution {
  public int largestPerimeter(int[] nums) {
     Arrays.sort(nums);
     for(int i = nums.length-1; i>1; i--){
        if(nums[i] < nums[i-1] + nums[i-2])
        return nums[i] + nums[i-1]+ nums[i-2];
     }
  return 0;
}</pre>
```

3. Output:

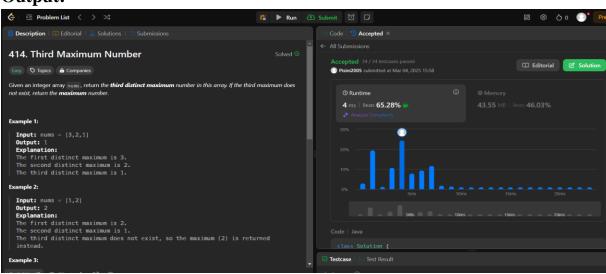


1. Problem 3: Third Maximum Number

2. Implementation/code:

```
class Solution {
     public int thirdMax(int[] nums) {
     Integer max 1 = null;
     Integer max2 = null;
     Integer max3 = null;
     for (Integer n : nums) {
        if (n.equals(max1) || n.equals(max2) || n.equals(max3)) continue;
        if (\max 1 == \text{null} \parallel n > \max 1) {
           max3 = max2;
           max2 = max1;
           \max 1 = n;
        } else if (\max 2 == \text{null} \parallel n > \max 2) {
           max3 = max2;
           max2 = n;
        } else if (\max 3 == \text{null} \parallel n > \max 3) {
           max3 = n; } }
     return max3 == null ? max1 : max3; }}
```

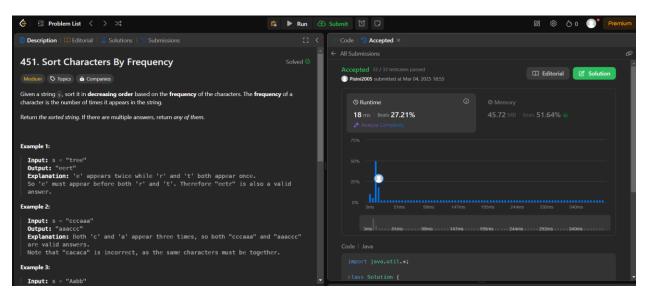
3. Output:



1. Problem 4: Sort Characters By Frequency

2. Implementation/code:

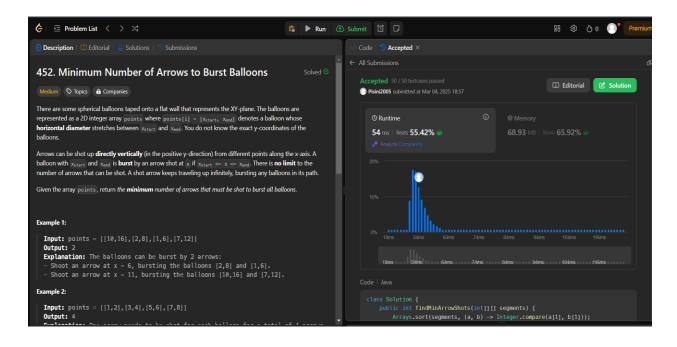
```
import java.util.*;
class Solution {
  public String frequencySort(String s) {
     Map<Character, Integer> frequencyMap = new HashMap<>();
     for (char c : s.toCharArray()) {
        frequencyMap.put(c, frequencyMap.getOrDefault(c, 0) + 1); }
     PriorityQueue<Character> maxHeap = new PriorityQueue<>(
        (a, b) -> frequencyMap.get(b) - frequencyMap.get(a) );
     maxHeap.addAll(frequencyMap.keySet());
     StringBuilder result = new StringBuilder();
     while (!maxHeap.isEmpty()) {
        char c = maxHeap.poll();
        result.append(String.valueOf(c).repeat(frequencyMap.get(c))); }
     return result.toString();
}
```



1. **Problem 5:** Minimum Number of Arrows to Burst Balloons

2. Implementation/Code:

```
class Solution {
   public int findMinArrowShots(int[][] segments) {
        Arrays.sort(segments, (a, b) -> Integer.compare(a[1], b[1]));
        int ans = 0, arrow = 0;
        for (int i = 0; i < segments.length; i ++) {
            if (ans == 0 || segments[i][0] > arrow) {
                 ans ++;
                 arrow = segments[i][1];
            }
        }
        return ans;
   }
}
```

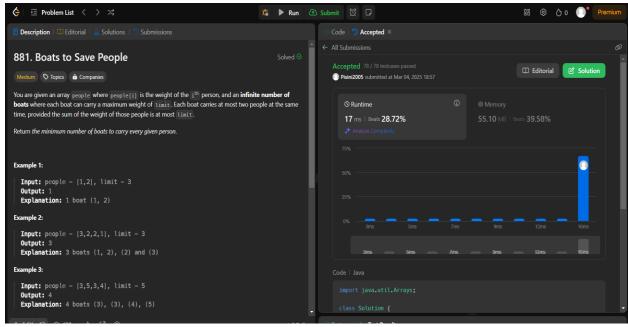




1. Problem 6: Boats to Save People

2. Implementation/Code:

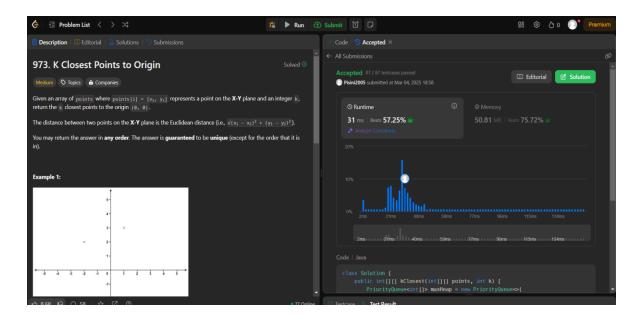
```
import java.util.Arrays;
class Solution {
   public int numRescueBoats(int[] people, int limit) {
        Arrays.sort(people);
        int left = 0, right = people.length - 1;
        int boats = 0;
        while (left <= right) {
            if (people[left] + people[right] <= limit) {
                left++;
            }
            right--;
            boats++;
            }
        return boats; }}</pre>
```





1. Problem 7: K Closest Points to Origin

2. Implementation/Code:



1. **Problem 8:** Reduce Array Size to The Half

2. Implementation/Code:

```
import java.util.*;

class Solution {
    public int minSetSize(int[] arr) {
        Map<Integer, Integer> freq = new HashMap<>();
        for (int num : arr) freq.put(num, freq.getOrDefault(num, 0) + 1);
        List<Integer> counts = new ArrayList<>(freq.values());
        counts.sort(Collections.reverseOrder());
        int res = 0, cnt = 0, half = arr.length / 2;
        for (int num : counts) {
            cnt += num;
            res++;
            if (cnt >= half) break; }
        return res; }}
```

