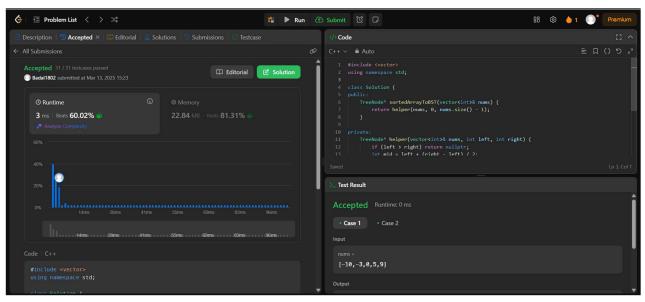
108.Convert Sorted Array to Binary Search Tree

CODE:

```
#include <vector>
using namespace std;
class Solution {
public:
  TreeNode* sortedArrayToBST(vector<int>& nums) {
    return helper(nums, 0, nums.size() - 1);
  }
private:
  TreeNode* helper(vector<int>& nums, int left, int right) {
    if (left > right) return nullptr;
    int mid = left + (right - left) / 2;
    TreeNode* root = new TreeNode(nums[mid]);
    root->left = helper(nums, left, mid - 1);
    root->right = helper(nums, mid + 1, right);
    return root;
  }
};
```

OUTPUT:

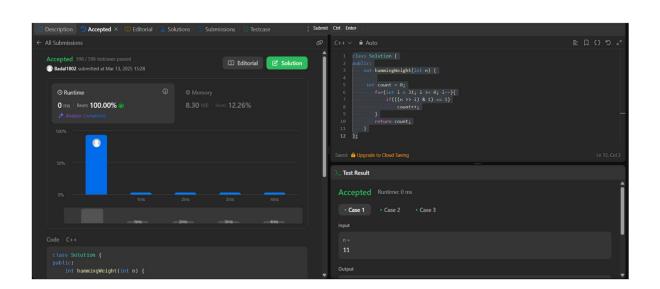


191. Number of 1 Bits

```
code:
class Solution {
public:
   int hammingWeight(int n) {
   int count = 0;
   for(int i = 31; i >= 0; i--){
      if(((n >> i) & 1) == 1)
            count++;
   }
   return count;
}
```

OUTPUT:

};

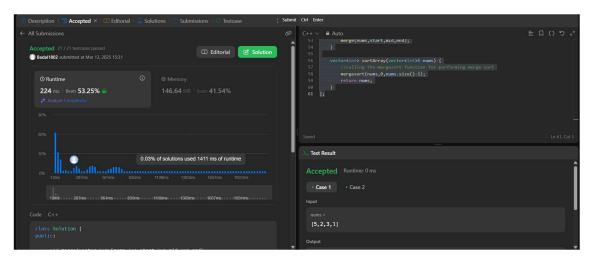


912. Sort an Array

```
CODE:
```

```
class Solution {
public:
  void merge(vector<int>&nums,int start,int mid,int end)
  {
    vector<int>temp(end-start+1);
    int left =start,right = mid+1,index =0;
    while(left<=mid && right<=end)
    {
      if(nums[left]<=nums[right])</pre>
      {
         temp[index]=nums[left];
         index++,left++;
      }
      else
      {
         temp[index]=nums[right];
         index++,right++;
      }
    }
    //if left array remains
    while(left<=mid)
      temp[index]=nums[left];
      index++,left++;
    //if right array remains
    while(right<=end)
      temp[index]=nums[right];
```

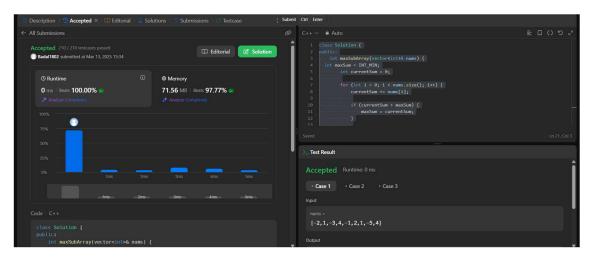
```
index++,right++;
    }
    //put the values in the original array
    index = 0;
    while(start<=end)
      nums[start] = temp[index];
      start++,index++;
    }
  }
  void mergesort(vector<int>&nums,int start,int end)
  {
    if(start==end)
    return;
    int mid = start+(end-start)/2;
    //leftside
    mergesort(nums,start,mid);
    //rightside
    mergesort(nums,mid+1,end);
    //merge
    merge(nums,start,mid,end);
  }
  vector<int> sortArray(vector<int>& nums) {
    //calling the mergesort function for performing merge sort
    mergesort(nums,0,nums.size()-1);
    return nums;
  }
};
```



53. Maximum Subarray

CODE:

```
class Solution {
public:
  int maxSubArray(vector<int>& nums) {
 int maxSum = INT_MIN;
    int currentSum = 0;
    for (int i = 0; i < nums.size(); i++) {
      currentSum += nums[i];
      if (currentSum > maxSum) {
        maxSum = currentSum;
      }
      if (currentSum < 0) {
        currentSum = 0;
      }
    return maxSum;
  }
};
```

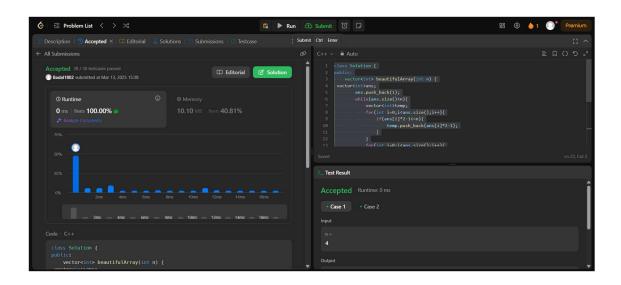


932.Beautiful Array

CODE:

```
class Solution {
public:
    vector<int> beautifulArray(int n) {
    vector<int>ans;
    ans.push_back(1);
    while(ans.size()<n){
        vector<int>temp;
        for(int i=0;i<ans.size();i++){
            if(ans[i]*2-1<=n){
                temp.push_back(ans[i]*2-1);
            }
        }
        for(int i=0;i<ans.size();i++){
            if(ans[i]*2<=n){
                temp.push_back(ans[i]*2);
        }
}</pre>
```

```
ans=temp;
}
return ans;
}
};
```

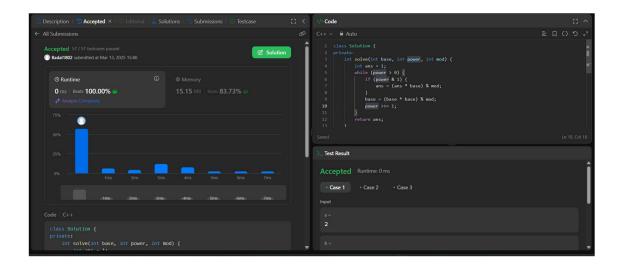


372.Super Pow

CODE:

```
class Solution {
private:
  int solve(int base, int power, int mod) {
   int ans = 1;
  while (power > 0) {
    if (power & 1) {
      ans = (ans * base) % mod;
    }
   base = (base * base) % mod;
   power >>= 1;
```

```
}
    return ans;
  }
public:
  int superPow(int a, vector<int>& b) {
    a%=1337;
    int n = b.size();
    int m = 1140;
    int expi = 0;
    for(int i : b){
       expi = (expi*10+i)%m;
    }
    if (expi == 0) {
       expi = m;
     return solve(a,expi,1337);
  }
};
```



218.The Skyline Problem

```
CODE:
```

```
class Solution {
public:
  vector<vector<int>> getSkyline(vector<vector<int>>& buildings) {
int edge_idx = 0;
    vector<pair<int, int>> edges;
    priority_queue<pair<int, int>> pq;
    vector<vector<int>> skyline;
    for (int i = 0; i < buildings.size(); ++i) {
      const auto &b = buildings[i];
      edges.emplace_back(b[0], i);
      edges.emplace_back(b[1], i);
    }
    std::sort(edges.begin(), edges.end());
    while (edge_idx < edges.size()) {
      int curr_height;
      const auto &[curr_x, _] = edges[edge_idx];
      while (edge_idx < edges.size() &&
           curr_x == edges[edge_idx].first) {
         const auto &[_, building_idx] = edges[edge_idx];
         const auto &b = buildings[building_idx];
         if (b[0] == curr_x)
           pq.emplace(b[2], b[1]);
         ++edge_idx;
      }
      while (!pq.empty() && pq.top().second <= curr_x)
         pq.pop();
```

