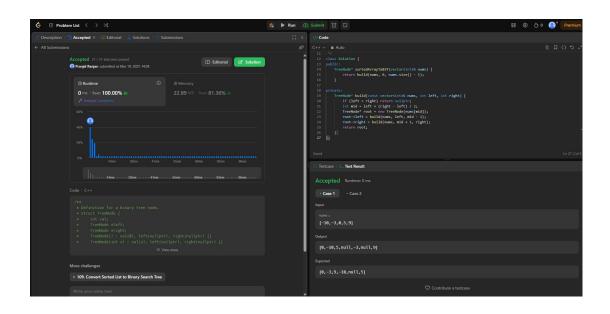
# PRANJAL RANJAN ,22BCS13706 ASSIGNMENT 6

### 108. CONVERT SORTED ARRAY TO BINARY SEARCH TREE

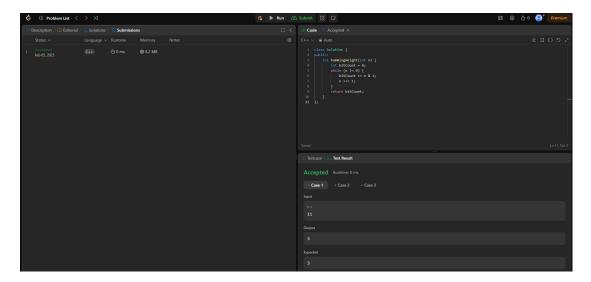
```
/**
 * Definition for a binary tree node.
 * struct TreeNode {
 *    int val;
 *    TreeNode *left;
 *    TreeNode *right;
 *    TreeNode(): val(0), left(nullptr), right(nullptr) {}
 *    TreeNode(int x): val(x), left(nullptr), right(nullptr) {}
 *    TreeNode(int x, TreeNode *left, TreeNode *right): val(x), left(left), right(right) {}
 * };
 */
class Solution {
 public:
    TreeNode* sortedArrayToBST(vector<int>& nums) {
      return build(nums, 0, nums.size() - 1);
    }

private:
    TreeNode* build(const 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 = build(nums, left, mid - 1);
      root->right = build(nums, mid + 1, right);
      return root;
    }
};
```



### 191. NUMBER OF 1 BITS

```
class Solution {
public:
    int hammingWeight(int n) {
        int bitCount = 0;
        while (n != 0) {
            bitCount += n & 1;
            n >>= 1;
        }
        return bitCount;
    }
};
```



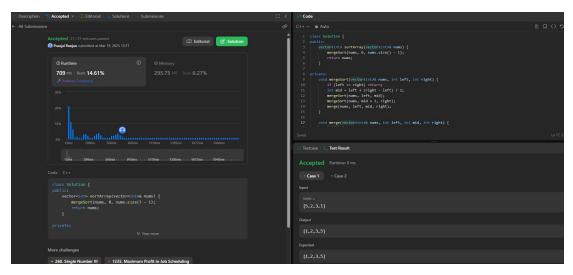
## 912. SORT AN ARRAY

```
class Solution {
public:
    vector<int> sortArray(vector<int>& nums) {
        mergeSort(nums, 0, nums.size() - 1);
        return nums;
    }

private:
    void mergeSort(vector<int>& nums, int left, int right) {
        if (left >= right) return;
        int mid = left + (right - left) / 2;
        mergeSort(nums, left, mid);
        mergeSort(nums, mid + 1, right);
        merge(nums, left, mid, right);
    }
}
```

```
void merge(vector<int>& nums, int left, int mid, int right) {
   vector<int> temp;
```

```
int i = left, j = mid + 1;
    while (i <= mid && j <= right) {
        if (nums[i] <= nums[j]) temp.push_back(nums[i++]);
        else temp.push_back(nums[j++]);
    }
    while (i <= mid) temp.push_back(nums[i++]);
    while (j <= right) temp.push_back(nums[j++]);
    for (int k = left; k <= right; ++k) nums[k] = temp[k - left];
}
};</pre>
```



## **53.MAXIMUM SUBARRAY**

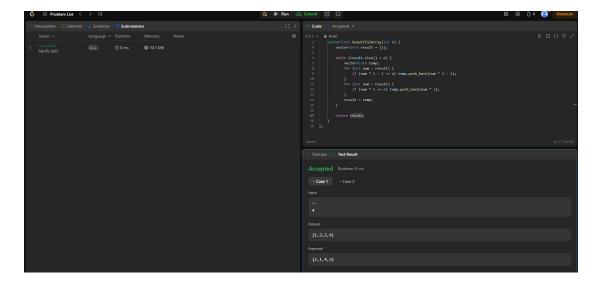
```
return G;
}
};
```

```
| Description | | Solutions | | | Solutions | | | Solutions | | | Solutions | | | Solutions | | | Solutions | | So
```

## 932. BEAUTIFUL ARRAY

```
class Solution {
public:
    vector<int> beautifulArray(int n) {
        vector<int> result = {1};

        while (result.size() < n) {
            vector<int> temp;
            for (int num : result) {
                if (num * 2 - 1 <= n) temp.push_back(num * 2 - 1);
            }
            for (int num : result) {
                     if (num * 2 <= n) temp.push_back(num * 2);
            }
            result = temp;
        }
        return result;
    }
};</pre>
```

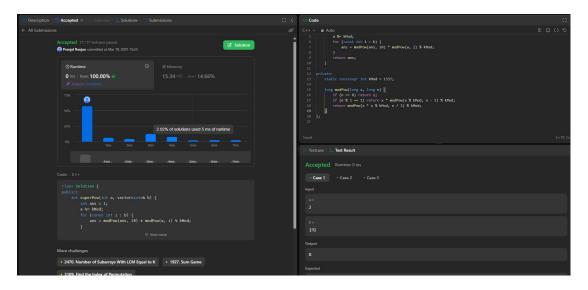


## 372. SUPER POW

```
class Solution {
public:
    int superPow(int a, vector<int>& b) {
        int ans = 1;
        a %= kMod;
        for (const int i : b) {
            ans = modPow(ans, 10) * modPow(a, i) % kMod;
        }
        return ans;
    }

private:
    static constexpr int kMod = 1337;
```

```
long modPow(long x, long n) {
    if (n == 0) return 1;
    if (n % 2 == 1) return x * modPow(x % kMod, n - 1) % kMod;
    return modPow(x * x % kMod, n / 2) % kMod;
}
};
```



# 218. THE SKYLINE PROBLEM

```
class Solution {
public:
    vector<vector<int>> getSkyline(vector<vector<int>>& buildings) {
        if (buildings.empty()) return {};
        return divideAndConquer(buildings, 0, buildings.size() - 1);
    }

private:
    vector<vector<int>> divideAndConquer(vector<vector<int>>& buildings, int

left, int right) {
        if (left == right) {
            return {{buildings[left][0], buildings[left][2]},

{buildings[left][1], 0}};
    }
    int mid = left + (right - left) / 2;
    auto leftSkyline = divideAndConquer(buildings, left, mid);
    auto rightSkyline = divideAndConquer(buildings, mid + 1, right);
    return mergeSkylines(leftSkyline, rightSkyline);
}
```

```
vector<vector<int>> mergeSkylines(vector<vector<int>>& left,
vector<vector<int>>& right) {
    vector<vector<int>> result;
    int h1 = 0, h2 = 0, x = 0, y = 0;
    size_t i = 0, j = 0;
```

```
while (i < left.size() && j < right.size()) {
    if (left[i][0] < right[j][0]) {
        x = left[i][0];
        h1 = left[i][1];
        y = max(h1, h2);
        i++;
    } else if (left[i][0] > right[j][0]) {
        x = right[j][0];
    }
}
```

```
h2 = right[j][1];
    y = max(h1, h2);
    j++;
} else {
    x = left[i][0];
    h1 = left[i][1];
    h2 = right[j][1];
    y = max(h1, h2);
    i++;
    j++;
}
if (result.empty() || result.back()[1] != y) {
    result.push_back({x, y});
}
```

```
while (i < left.size()) result.push_back(left[i++]);
while (j < right.size()) result.push_back(right[j++]);</pre>
```

```
return result;
}
};
```

