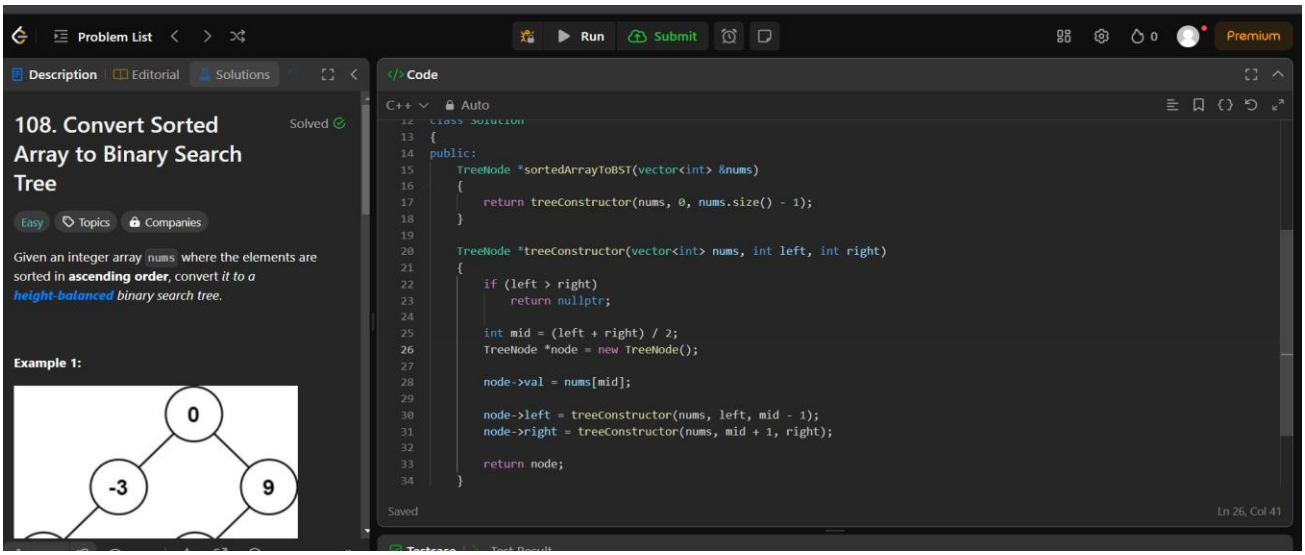
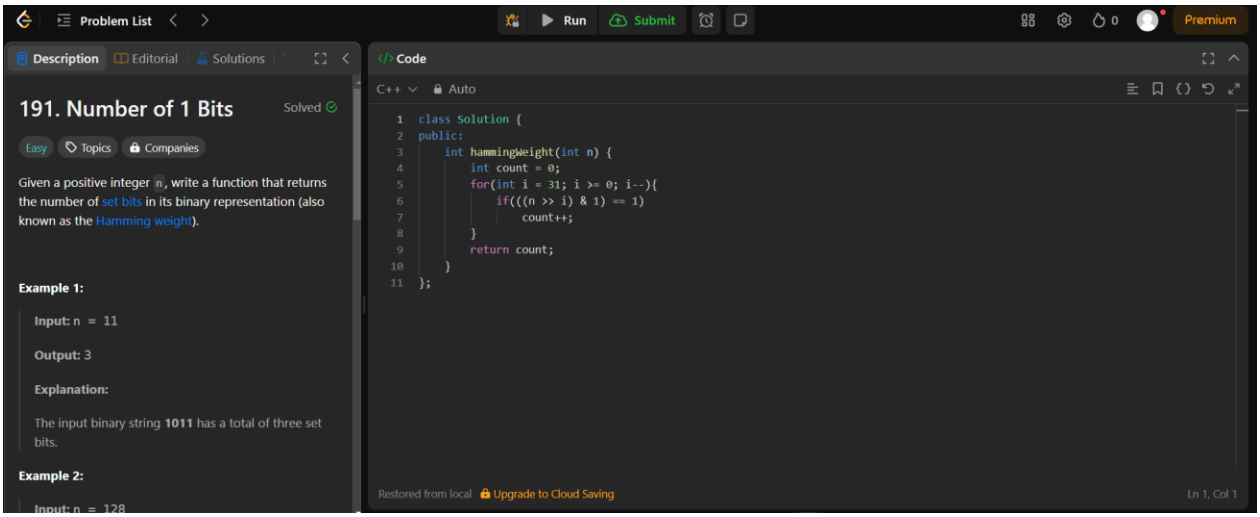
EXP 6 SOLUTIONS

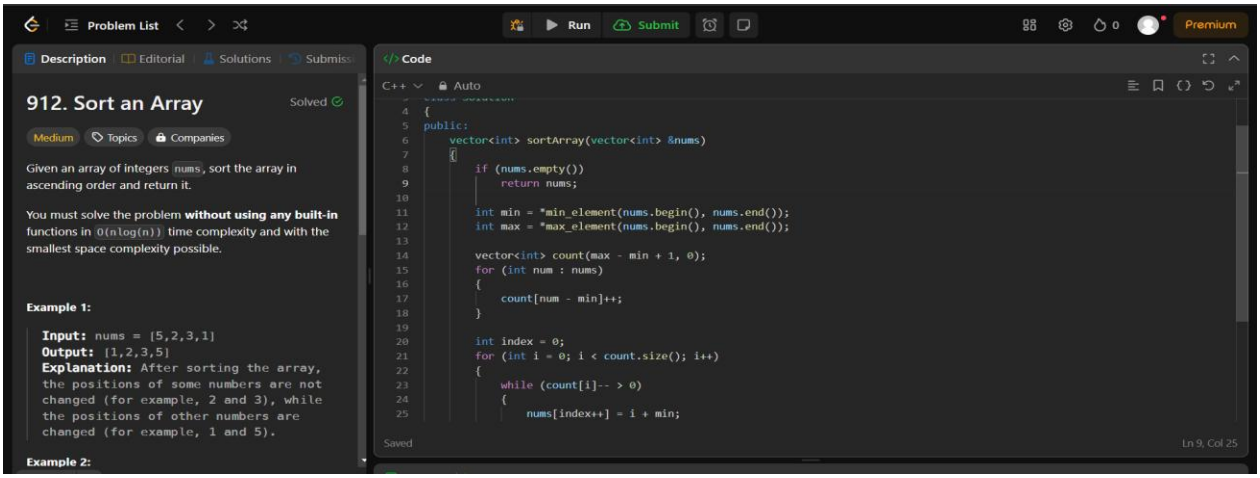
[1] Convert Sorted Array to Binary Search Tree



[2] Number of 1 Bits

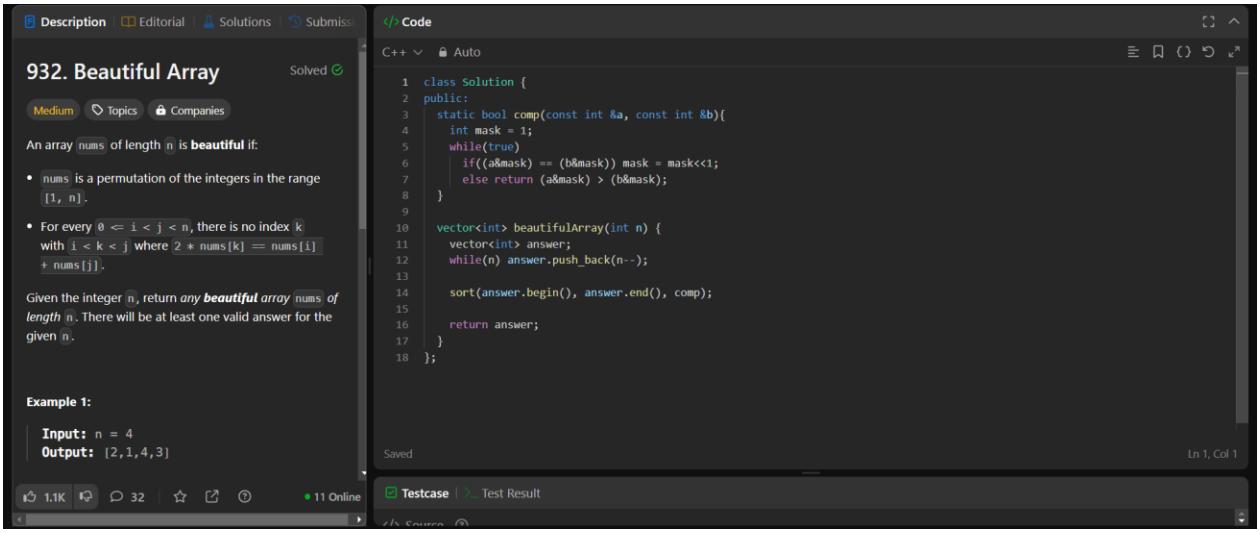


[3] Sort an Array

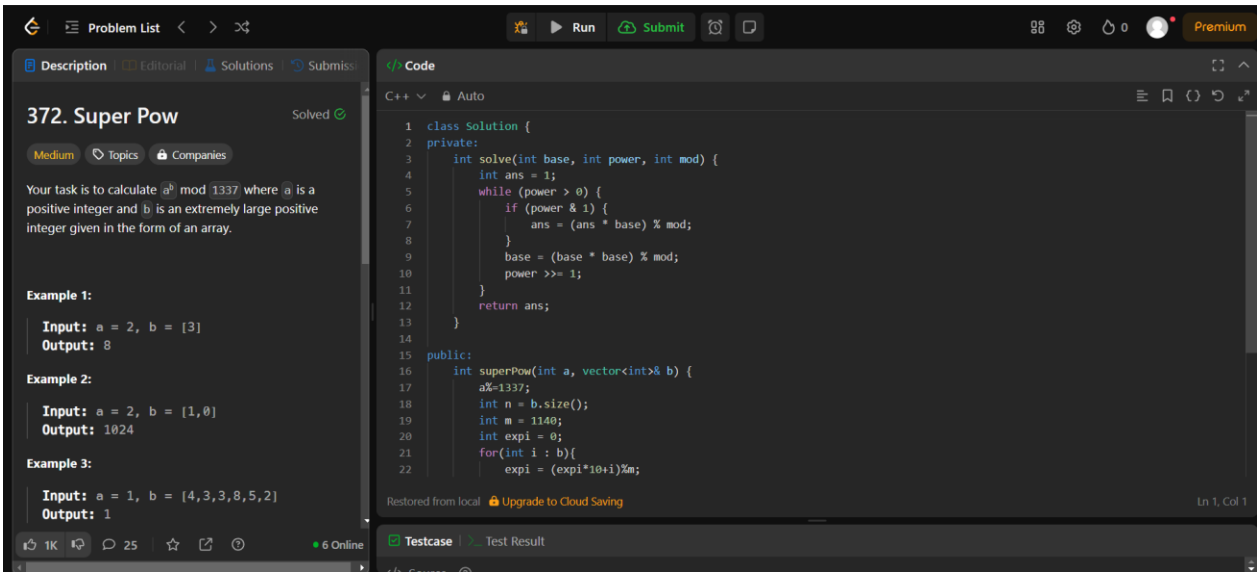


[4] [Maximum Subarray]

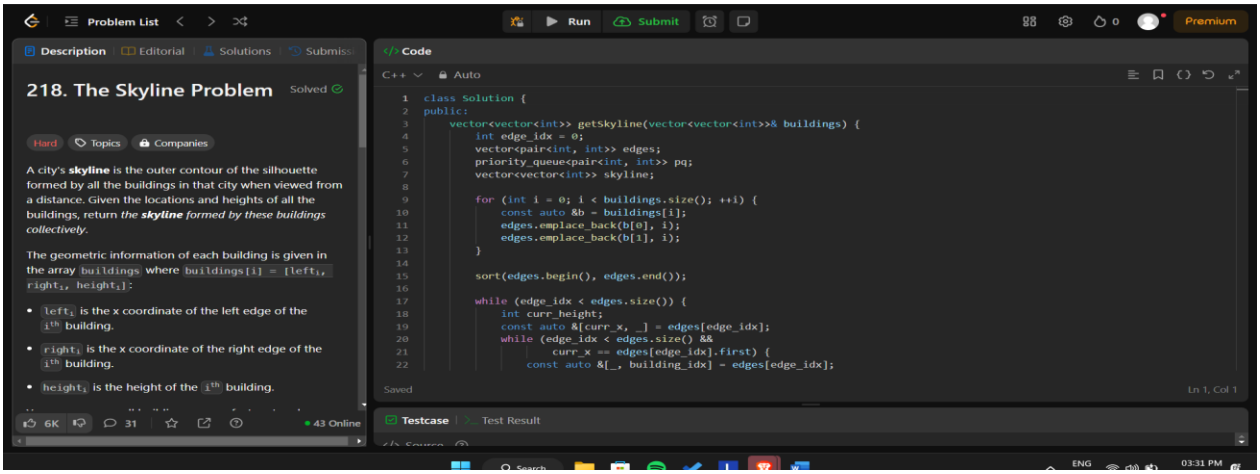
[5] [Beautiful Array]



[6] Super Pow



[7] The Skyline Problem


Problem List
Run
Submit
Premium
Description
Editorial
Solutions
Code
C++
Auto
218. The Skyline Problem
Solved
Hard
Topics
Companies
A city's skyline is the outer contour of the silhouette formed by all the buildings in that city when viewed from a distance. Given the locations and heights of all the buildings, return the skyline formed by these buildings collectively.
The geometric information of each building is given in the array buildings where buildings[i] = [left_i, right_i, height_i]:
left_i is the x coordinate of the left edge of the i^th building.
right_i is the x coordinate of the right edge of the i^th building.
height_i is the height of the i^th building.
6K
31
43 Online
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);
}
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];
Saved
Ln 1, Col 1
Testcase
Test Result
ENG
03:31 PM