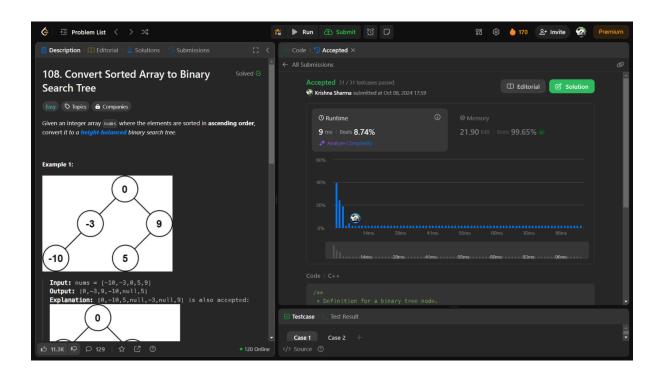
Name: Krishna Sharma

UID: 22BCS11885

Section: FL\_IOT-602 / A

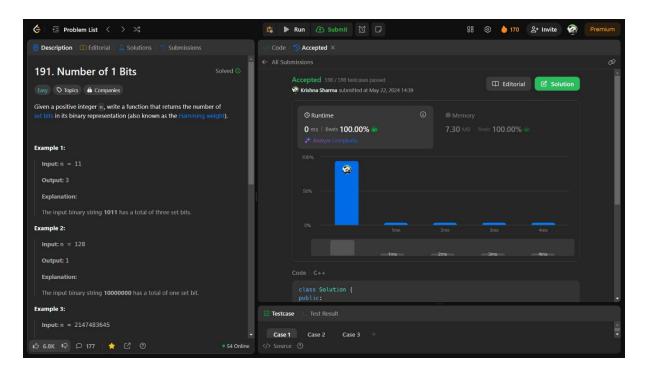
### **Convert Sorted Array to Binary Search Tree**

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



# **Number of 1 Bits**

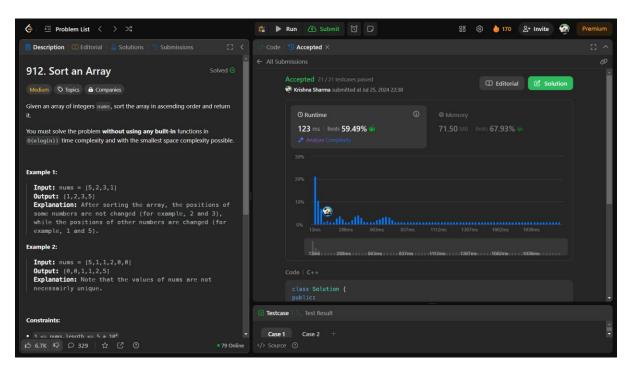
```
class Solution {
  public:
  int hammingWeight(int n) {
    int count = 0;
    while(n) {
      if((n&1) == 1) count++;
      n >>= 1;
    }
    return count;
  }
};
```



## **Sort an Array**

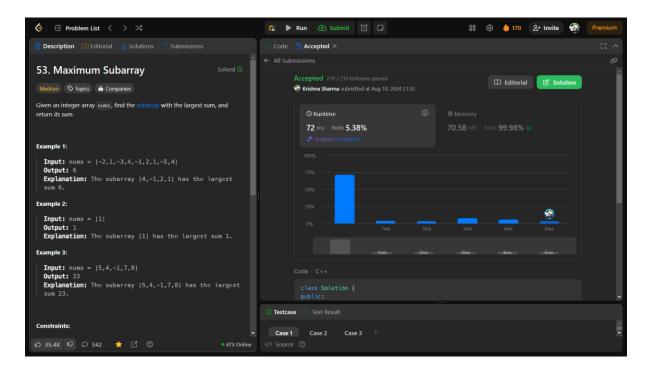
```
class Solution {
public:
    void merge(vector<int>& A, int start, int mid, int end, vector<int>& buff) {
        int left=start, right=mid+1;
        int s=end-start+1;
        for(int i=0; i<s; i++) {
            int i0=start+i;
            if(left>mid){
                buff[i0]=A[right];
                right++;
            } else if (right>end){
```

```
buff[i0]=A[left];
         left++;
       } else if (A[left]<A[right]) {
         buff[i0]=A[left];
         left++;
       } else {
         buff[i0]=A[right];
         right++;
       }
    }
     for(int i=start; i<start+s; i++) A[i]=buff[i];</pre>
  void mergeSort(vector<int>& A, int start, int end, vector<int>& buff ) {
     if(end<=start) return;
     int mid=start+(end-start)/2;
     mergeSort(A, start, mid, buff);
     mergeSort(A, mid+1, end, buff);
     merge(A, start, mid, end, buff);
  }
  vector<int> sortArray(vector<int>& nums) {
    vector<int> buff(nums.size());
     mergeSort(nums, 0, nums.size()-1,buff);
     return nums;
  }
};
```



#### **Maximum Subarray**

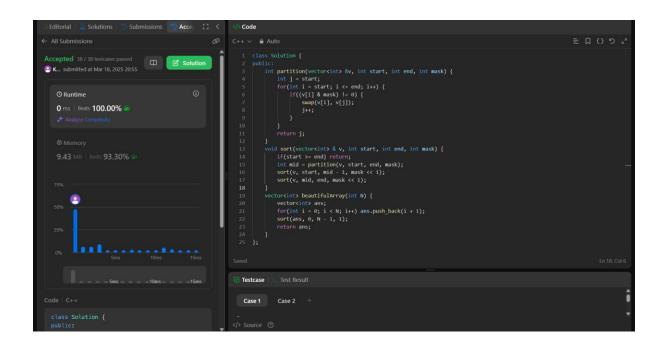
```
class Solution {
public:
    int maxSubArray(vector<int>& nums) {
        int ans = INT_MIN;
        int currSum = 0;
        for(int i=0;i<nums.size();i++) {
            currSum += nums[i];
            if(currSum > ans) ans = currSum;
            if(currSum < 0) currSum = 0;
        }
        return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



# **Beautiful Array**

```
class Solution {
public:
    int partition(vector<int> &v, int start, int end, int mask) {
    int j = start;
    for(int i = start; i <= end; i++) {
        if((v[i] & mask) != 0) {
            swap(v[i], v[j]);
            j++;
        }
    }
}</pre>
```

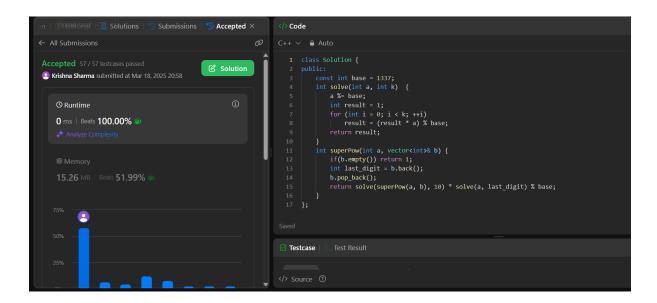
```
return j;
}
void sort(vector<int> & v, int start, int end, int mask) {
    if(start >= end) return;
    int mid = partition(v, start, end, mask);
    sort(v, start, mid - 1, mask << 1);
    sort(v, mid, end, mask << 1);
}
vector<int> beautifulArray(int N) {
    vector<int> ans;
    for(int i = 0; i < N; i++) ans.push_back(i + 1);
    sort(ans, 0, N - 1, 1);
    return ans;
}
};</pre>
```



#### **Super Pow**

```
class Solution {
public:
    const int base = 1337;
    int solve(int a, int k) {
        a %= base;
        int result = 1;
        for (int i = 0; i < k; ++i)
            result = (result * a) % base;
        return result;
    }</pre>
```

```
int superPow(int a, vector<int>& b) {
    if(b.empty()) return 1;
    int last_digit = b.back();
    b.pop_back();
    return solve(superPow(a, b), 10) * solve(a, last_digit) % base;
   }
};
```



## **The Skyline Problem**

```
class Solution {
public:
  vector<vector<int>> getSkyline(vector<vector<int>>& buildings) {
    multiset<int> height;
    priority_queue<pair<int, int>, vector<pair<int, int>>, greater<pair<int, int>>> pq;
    vector<vector<int>> ans;
    set<int> st;
    for(auto& building: buildings) {
      st.insert(building[0]);
      st.insert(building[1]);
    }
    int j = 0;
    for(auto i: st) {
      while(!pq.empty() && pq.top().first <= i) {
         height.erase(height.find(pq.top().second));
         pq.pop();
      }
      while(j < buildings.size() && buildings[j][0] == i) {
         pq.push({buildings[j][1], buildings[j][2]});
         height.insert(buildings[j][2]);
         j++;
```

```
}
    if(height.empty()) {
        if(ans.empty() | | ans.back()[1] != 0)
            ans.push_back({i, 0});
    } else {
        int maxHeight = *height.rbegin();
        if (ans.empty() | | ans.back()[1] != maxHeight)
            ans.push_back({i, maxHeight});
      }
    }
    return ans;
}
```