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## **The Skyline Problem**

## Code:

```
#include <vector>
#include <queue>
#include <set>
using namespace std;
class Solution {
public:
    vector<vector<int>> getSkyline(vector<vector<int>>& buildings) {
        vector<pair<int, int>> events; // {x, height}
        // 1. Store start and end points of buildings
        for (auto& b : buildings) {
            events.emplace_back(b[0], -b[2]); // Start event with negated height
            events.emplace back(b[1], b[2]); // End event
        }
        // 2. Sort events: first by x, then by height (start events before end
events)
        sort(events.begin(), events.end());
        multiset<int> heights = {0}; // Using multiset to store active heights
        int prevHeight = 0;
        vector<vector<int>> result;
        // 3. Process all events
        for (auto& [x, h] : events) {
            if (h < 0)
                heights.insert(-h); // Add building height for start events
            else
                heights.erase(heights.find(h)); // Remove height for end events
            int currentHeight = *heights.rbegin(); // Get max height
            if (currentHeight != prevHeight) {
                result.push_back({x, currentHeight});
                prevHeight = currentHeight;
            }
        }
        return result;
    }
};
```

## **Output:**

