Assignment 4

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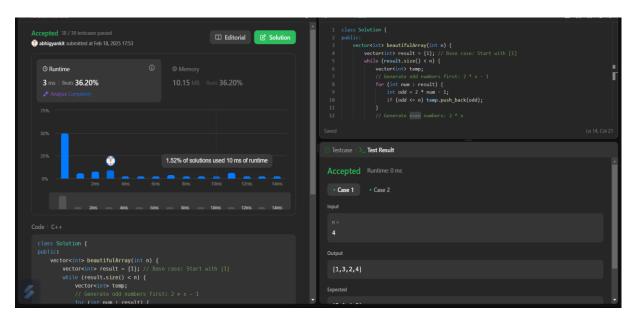
932. Beautiful Array

Aim: An array nums of length n is beautiful if: nums is a permutation of the integers in the range [1, n]. For every $0 \le i \le j \le n$, there is no index k with $i \le k \le j$ where 2 * nums[k] = nums[i] + nums[j]. Given the integer n, return any beautiful array nums of length n. There will be at least one valid answer for the given n.

Code:

```
class Solution {
public:
  vector<int> beautifulArray(int n) {
     vector<int> result = {1}; // Base case: Start with [1]
     while (result.size() \leq n) {
       vector<int> temp;
       // Generate odd numbers first: 2 * x - 1
       for (int num : result) {
          int odd = 2 * num - 1;
          if (odd <= n) temp.push back(odd);
       // Generate even numbers: 2 * x
       for (int num : result) {
          int even = 2 * num;
          if (even <= n) temp.push_back(even);</pre>
       result = temp; // Update the result
     return result;
  }
```

Output:



218. The Skyline Problem

Aim: 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] = [lefti, righti, heighti]: lefti is the x coordinate of the left edge of the ith building. righti is the x coordinate of the right edge of the ith building. heighti is the height of the ith building. You may assume all buildings are perfect rectangles grounded on an absolutely flat surface at height 0.

Code:

```
class Solution {
public:
    vector<vector<int>>> getSkyline(vector<vector<int>>>& buildings)
{
    vector<pair<int, int>> events;
    for (const auto& b : buildings) {
        events.emplace_back(b[0], -b[2]); // Start of building
        events.emplace_back(b[1], b[2]); // End of building
```

```
}
     sort(events.begin(), events.end());
     multiset < int > heights = \{0\};
     vector<vector<int>> skyline;
     int prevMax = 0;
     // Process each event
     for (const auto& [x, h]: events) {
       if (h < 0) {
          heights.insert(-h); // Add building height
       } else {
          heights.erase(heights.find(h)); // Remove building height
       int currMax = *heights.rbegin(); // Get current max height
       if (currMax != prevMax) { // If height changed, add key point
          skyline.push back({x, currMax});
          prevMax = currMax;
     return skyline;
};
```

Output

