



Experiment 2

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Subject Name: AP Lab-2

Subject Code: 22CSP-351

- 1. 1.1Aim:** Given an array of integers nums and an integer target, return the indices of the two numbers such that they add up to target. Each input has exactly one solution, and you cannot use the same element twice.

2. Objective:

1. Develop an understanding of fundamental algorithmic techniques such as hash maps (Problem 1), dynamic programming (Problem 2), stack operations (Problem 3 and 4), and greedy algorithms.
2. Learn to write algorithms that minimize time and space complexity, ensuring the solutions are efficient and scalable for large inputs.
3. Apply problem-solving skills to real-world scenarios, such as navigation (Problem 2), file system management (Problem 3), and data structure design (Problem 4).
4. Gain hands-on experience with data structures like arrays, stacks, and hash maps, enhancing the ability to select and use the appropriate structure for a given problem.
5. Improve critical thinking and debugging skills by identifying edge cases and ensuring the correctness of solutions across diverse scenarios.

3. 1.1Code:

```
class Solution {  
  
public int[] twoSum(int[] nums, int target) {  
  
    HashMap<Integer, Integer> numMap = new HashMap<>();  
  
    for (int i = 0; i < nums.length; i++) {
```



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```
int complement = target - nums[i];

if (numMap.containsKey(complement)) {

    return new int[] { numMap.get(complement), i };

}

numMap.put(nums[i], i);

}

return new int[] {};

}

public static void main(String[] args) {

    Solution solution = new Solution();

    int[] nums = {2, 7, 11, 15};

    int target = 9;

    int[] result = solution.twoSum(nums, target);

    System.out.println(result[0] + " " + result[1]); }}
```

4. 1.1Output

Accepted Runtime: 0 ms

• Case 1 • Case 2 • Case 3

Input

nums =
[2,7,11,15]

target =
9

Output

[0,1]

Expected

[0,1]

Testcase | **Test Result**

Accepted Runtime: 0 ms

• Case 1 • Case 2 • Case 3

Input

nums =
[3,2,4]

target =
6

Output

[1,2]

Expected

[1,2]

Accepted Runtime: 0 ms

• Case 1 • Case 2 • Case 3

Input

nums =
[3,3]

target =
6

Output

[0,1]

Expected

[0,1]

1.2Aim: You are given a 0-indexed array `nums` of length `n`. You are initially positioned at `nums[0]`. Each element `nums[i]` represents the maximum length of a forward jump from index `i`. Return the minimum number of jumps to reach `nums[n - 1]`.

1.2Code:

```
class Solution {
public int jump(int[] nums) {
    int jumps = 0, currentEnd = 0, farthest = 0;
    for (int i = 0; i < nums.length - 1; i++) {
        farthest = Math.max(farthest, i + nums[i]);
        if (i == currentEnd) {
            jumps++;
            currentEnd = farthest;
        }
    }
    return jumps;
}

public static void main(String[] args) {
    Solution solution = new Solution();
    int[] nums = {2, 3, 1, 1, 4};
    System.out.println(solution.jump(nums));
}
}
```

1.2 Output:

Accepted Runtime: 0 ms

• Case 1 • Case 2

Input

nums =
[2,3,1,1,4]

Output

2

Expected

2

Accepted Runtime: 0 ms

• Case 1 • Case 2

Input

nums =
[2,3,0,1,4]

Output

2

Expected

2



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5. Learning Outcome:

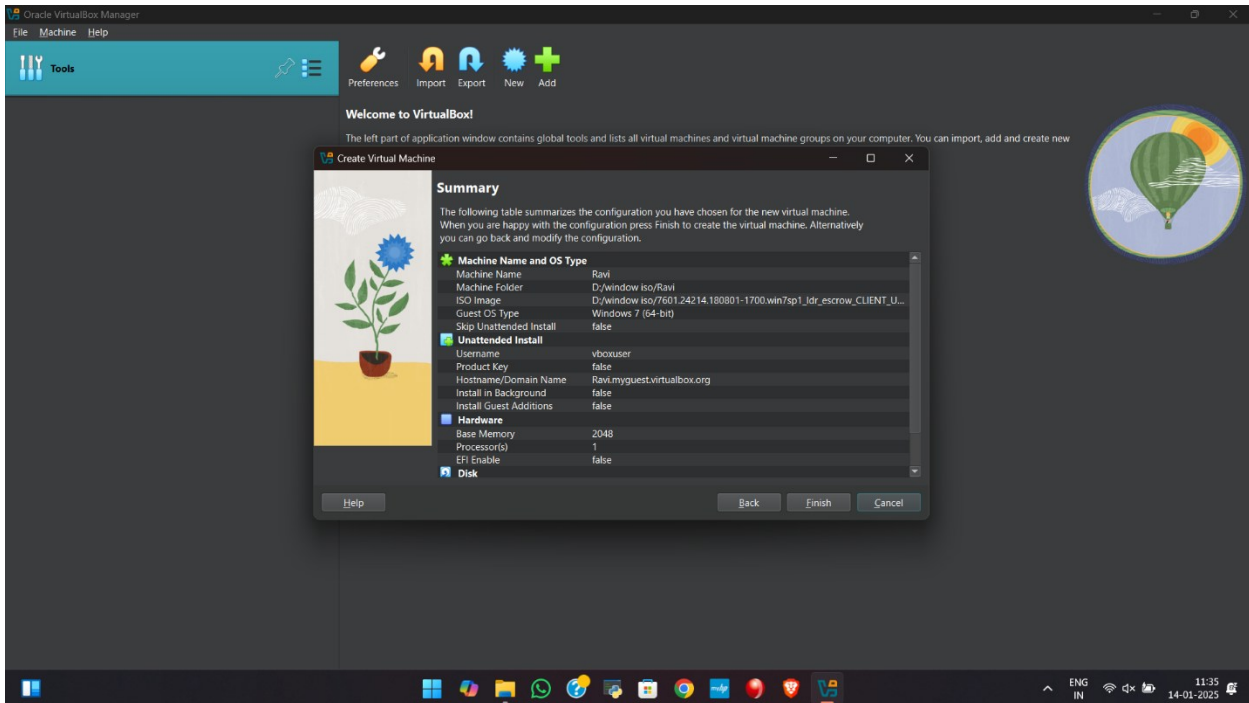
- **Algorithm Design:** Learn how to break down problems into efficient and modular solutions using data structures like stacks, arrays, and hash maps.
- **Data Structure Mastery:** Gain hands-on experience with stacks, queues, and dynamic arrays for solving real-world problems.
- **Edge Case Handling:** Understand how to handle corner cases such as empty inputs, redundant operations, or boundary conditions.
- **Efficiency Optimization:** Practice minimizing time and space complexity for better performance in coding problems.
- **Problem-Solving Patterns:** Develop reusable techniques like lazy transfer (queue via stacks), path simplification, and greedy or iterative traversal.



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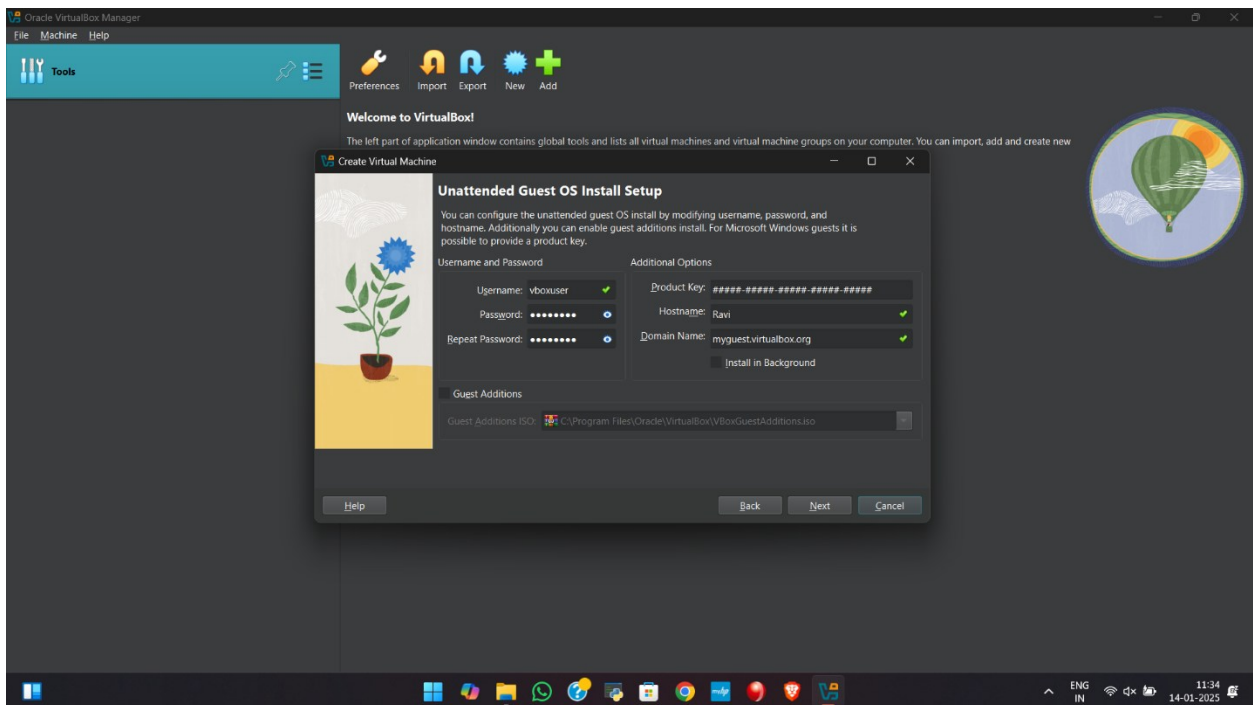
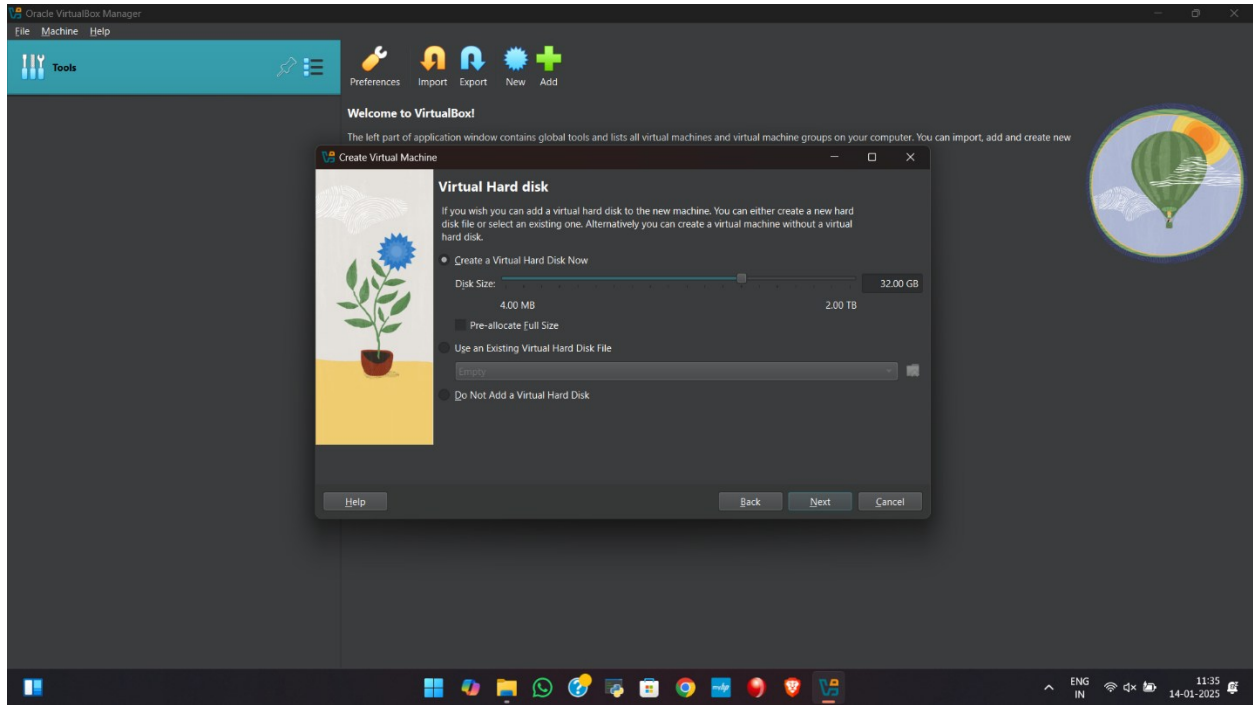
Steps to make virtual machine:





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