



DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

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Experiment- 7A

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Section/Group: NTPP 602-A

Semester: 6TH

Date of Performance: 16/03/25

Subject Name: AP Lab-2

Subject Code: 22CSH-352

1. TITLE:

Maximum Units on a truck.

2. AIM:

You are assigned to put some amount of boxes onto **one truck**. You are given a 2D array `boxTypes`, where `boxTypes[i] = [numberOfBoxes, numberOfUnitsPerBox]`.

3. Algorithm

- **Sort** `boxTypes` in descending order based on `numberOfUnitsPerBox`. Compute the depth of the left subtree.
- **Iterate** through `boxTypes`, adding as many boxes as possible to the truck until it is full.
- **Keep track** of the total units loaded and return the sum).

Implementation/Code

```
class Solution {
public:
    int maximumUnits(vector<vector<int>>& boxTypes, int truckSize) {
        int ans = 0;
        ranges::sort(boxTypes, ranges::greater{});
        for (const vector<int>& boxType : boxTypes) {
            return boxType[1];
        }

        for (const vector<int>& boxType : boxTypes) {
            const int boxes = boxType[0];
            const int units = boxType[1];
            if (boxes >= truckSize)
                return ans + truckSize * units;
            ans += boxes * units;
            truckSize -= boxes;
        }
    }
};
```

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```
return ans;  
}  
};
```

4. Output:



Time Complexity : $O(N \log N)$

Space Complexity : $O(n)$

Learning Outcomes:-

- Sorting and selecting the most valuable boxes first maximizes efficiency.
- Sorting first ensures an optimal selection process in $O(N \log N)$ time.



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Experiment - 7B

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Section/Group: NTPP- 602(A)

Semester: 6TH

Date of Performance: 16/03/25

Subject Name: AP Lab-2

Subject Code: 22CSH-352

1. TITLE:

Maximum Score From Removing Substrings.

2. AIM:

You are given a string s and two integers x and y . You can perform two types of operations any number of times.

3. Algorithm

- **Iterate** through the string and greedily remove high-scoring substrings first (e.g., "ab" before "ba").
- **Keep track** of the total score while modifying the string dynamically.
- **Continue** the process until no more valid substrings remain, then return the total score.

4. Implementation/Code:

```
class Solution {
public:
    int maximumGain(string s, int x, int y) {
        return x > y ? gain(s, "ab", x, "ba", y) : gain(s, "ba", y, "ab", x);
    }
private:
    int gain(const string& s, const string& sub1, int point1, const string& sub2,
            int point2) {
        int points = 0;
        vector<char> stack1;
        vector<char> stack2;
        for (const char c : s)
            if (!stack1.empty() && stack1.back() == sub1[0] && c == sub1[1]) {
                stack1.pop_back();
                points += point1;
            } else {
                stack1.push_back(c);
            }
        for (const char c : stack1)
            if (!stack2.empty() && stack2.back() == sub2[0] && c == sub2[1]) {
                stack2.pop_back();
                points += point2;
            }
        return points;
    }
};
```

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```
}  
  
for (const char c : stack1)  
if (!stack2.empty() && stack2.back() == sub2[0] && c == sub2[1]) {  
    stack2.pop_back();  
    points += point2;  
} else {  
    stack2.push_back(c);  
}  
  
return points;  
}  
};
```

5. Output:



6. Time Complexity : $O(N)$

7. Space Complexity : $O(N)$

8. Learning Outcomes:-

- Prioritizing high-scoring removals first leads to an optimal solution.
- Efficiently modifying a string while tracking scores is key to solving substring removal problems.