

Name: Daksh

UID:22BCS15372

Section: 22BCS_IOT_620-B

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DOMAIN WINTER WINNING CAMP-Day(4)

1) MinStak

Code:

```
#include <iostream>
#include <stack>
using namespace std;

class MinStack {
    stack<int> s,
    minStack;

public:
    void push(int val) {
        s.push(val);
        if
        (minStack.empty()
        || val <=
        minStack.top())
        {

            minStack.push(val);
        }
    }

    void pop() {
        if (s.top() ==
```

```
minStack.top()) {  
    minStack.pop();  
}  
s.pop();  
}
```

```
int top() {  
    return s.top();  
}
```

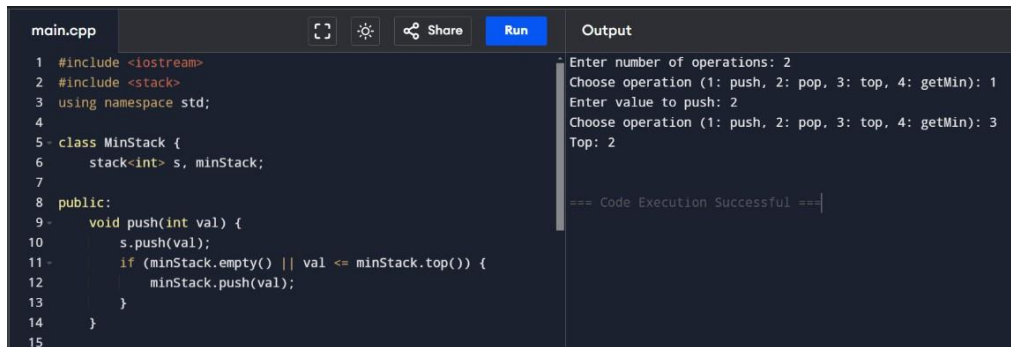
```
int getMin() {  
    return  
    minStack.top();  
}  
};
```

```
int main() {  
    MinStack minStack;  
    int n, operation, val;  
    cout << "Enter  
number of  
operations: ";  
    cin >> n;  
    for (int i = 0; i < n;  
        ++i) {  
        cout << "Choose  
operation (1: push,  
2: pop, 3: top, 4:
```

```
getMin): ";
    cin >> operation;
    if (operation == 1)
    {
        cout << "Enter
value to push: ";
        cin >> val;

        minStack.push(val);
    } else if (operation
== 2) {
        minStack.pop();
    } else if (operation
== 3) {
        cout << "Top: "
<< minStack.top()
<< endl;
    } else if (operation
== 4) {
        cout <<
"Minimum: " <<
minStack.getMin()
<< endl;
    }
}
return 0;
}
```

Output:



The screenshot shows a C++ IDE with a file named `main.cpp`. The code defines a `MinStack` class with a `stack<int>` and a `minStack` variable. It includes methods for `push`, `pop`, `top`, and `getMin`. The output window shows the following interaction:

```
Enter number of operations: 2
Choose operation (1: push, 2: pop, 3: top, 4: getMin): 1
Enter value to push: 2
Choose operation (1: push, 2: pop, 3: top, 4: getMin): 3
Top: 2

=== Code Execution Successful ===
```

2) Balanced Brackets

```
#include <iostream>
#include <stack>
using namespace std;
```

```
bool isBalanced(string s) {
    stack<char> st;
    for (char c : s) {
        if (c == '(' || c == '{' || c == '[') {
            st.push(c);
        } else {
            if (st.empty()) return false;
            if ((c == ')' && st.top() != '(') ||
                (c == '}' && st.top() != '{') ||
                (c == ']' && st.top() != '[')) {
                return false;
            }
            st.pop();
        }
    }
    return st.empty();
}
```

```
int main() {
    int n;
    cout << "Enter number of bracket strings to check: ";
    cin >> n;
    for (int i = 0; i < n; ++i) {
```

```

    string s;
    cout << "Enter string: ";
    cin >> s;
    cout << (isBalanced(s) ? "YES" : "NO") << endl;
}
return 0;
}

```

Output:

The screenshot shows a C++ IDE with a file named `main.cpp`. The code defines a function `isBalanced` that uses a stack to check if a string of brackets is balanced. The output window shows the program's execution: it prompts for the number of strings to check (1), then for a string (at), and outputs "NO". A success message "=== Code Execution Successful ===" is also displayed.

```

main.cpp
1 #include <iostream>
2 #include <stack>
3 using namespace std;
4
5 bool isBalanced(string s) {
6     stack<char> st;
7     for (char c : s) {
8         if (c == '(' || c == '{' || c == '[') {
9             st.push(c);
10        } else {
11            if (st.empty()) return false;
12            if ((c == ')' && st.top() != '(') ||
13                (c == '}' && st.top() != '{') ||
14                (c == ']' && st.top() != '[')) {
15                return false;
16            }
17        }
18    }
19    return true;
20 }
21
22 int main() {
23     int n;
24     cin >> n;
25     while (n--) {
26         string s;
27         cout << "Enter string: ";
28         cin >> s;
29         cout << (isBalanced(s) ? "YES" : "NO") << endl;
30     }
31     return 0;
32 }

```

Output

```

Enter number of bracket strings to check: 1
Enter string: at
NO

=== Code Execution Successful ===

```

3) Evaluate

Reverse

Polish

Notation

```
#include <iostream>
#include <stack>
#include <vector>
using namespace std;

int
    evalRPN(vector<stri
n g>& tokens) {
stack<int> st;
for (string& token :
tokens) {
    if (token == "+" ||
token == "-" || token
== "*" || token ==
"/") {
        int b = st.top();
st.pop();
        int a = st.top();
st.pop();
        if (token ==
"+") st.push(a +
b);
        else if (token == "-
") st.push(a - b);
        else if (token ==
"*) st.push(a * b);
        else if (token ==
"/") st.push(a / b);
    } else {
```

```
        st.push(stoi(token));
    }
}
return st.top();
}
```

```
int main() {
    int n;
    cout << "Enter number
    of tokens: ";
    cin >> n;
    vector<string>
    tokens(n);
    cout << "Enter the
    tokens: ";
    for (int i = 0; i < n; ++i) {
        cin >> tokens[i];
    }
    cout << "Result: "
    <<
    evalRPN(tokens)
    << endl;
    return 0;
}
```

Output:

main.cpp	Output
<pre>1 #include <iostream> 2 #include <stack> 3 #include <vector> 4 using namespace std; 5 6 int evalRPN(vector<string>& tokens) { 7 stack<int> st; 8 for (string& token : tokens) { 9 if (token == "+" token == "-" token == "*" token == "/") { 10 int b = st.top(); st.pop(); 11 int a = st.top(); st.pop(); 12 if (token == "+") st.push(a + b); 13 else if (token == "-") st.push(a - b); 14 else if (token == "*") st.push(a * b); 15 else if (token == "/") st.push(a / b); </pre>	<pre>Enter number of tokens: 5 Enter the tokens: 2 1 + 3 * Result: 9 === Code Execution Successful ===</pre>

4) Longest Valid Parentheses

```
#include <iostream>
```

```
#include <stack>
```

```
using namespace std;
```

```
int longestValidParentheses(string s) {
```

```
    stack<int> st;
```

```
    st.push(-1);
```

```
    int maxLength = 0;
```

```
    for (int i = 0; i < s.size(); ++i)
```

```
        { if (s[i] == '(') {
```

```
            st.push(i);
```

```
        } else {
```

```
            st.pop();
```

```
            if (st.empty()) {
```

```
                st.push(i);
```



```

        } else {
            maxLength = max(maxLength, i - st.top());
        }
    }
}

return maxLength;
}

int main() {
    string s;
    cout << "Enter the parentheses string: ";
    cin >> s;
    cout << "Longest Valid Parentheses: " << longestValidParentheses(s) << endl;
    return 0;
}

```

Output:

main.cpp	Output
<pre> 1 #include <iostream> 2 #include <stack> 3 using namespace std; 4 5 int longestValidParentheses(string s) { 6 stack<int> st; 7 st.push(-1); 8 int maxLength = 0; 9 10 for (int i = 0; i < s.size(); ++i) { 11 if (s[i] == '(') { 12 st.push(i); 13 } else { </pre>	<pre> Enter the parentheses string: attri Longest Valid Parentheses: 0 === Code Execution Successful === </pre>

5) Poisonous Plants

```

#include <iostream>
#include <vector>
using namespace std;

int
poisonousPlants(vector
<int>& p) {
    vector<int>
days(p.size(), 0);
    vector<int> stack;
    int maxDays = 0;

    for (int i = 0; i <
p.size(); ++i) {
        int day = 0;
        while
(!stack.empty() &&
p[stack.back()] >= p[i]) {
            day = max(day,
days[stack.back()]);

stack.pop_back();
        }
        if (!stack.empty()) {
            days[i] = day + 1;
        }
        stack.push_back(i);
        maxDays =
max(maxDays, days[i]);
    }
}

```

```
    }  
    return maxDays;  
}
```

```
int main() {  
    int n;  
    cout << "Enter  
number of plants: ";  
    cin >> n;  
    vector<int> p(n);  
    cout << "Enter  
pesticide levels: ";  
    for (int i = 0; i <  
        n;  
        ++i) cin >> p[i];  
    cout << "Days until  
no plants die: " <<  
    poisonousPlants(p) <<  
    endl;  
    return 0;  
}
```

Output:

main.cpp	Output
<pre>1 #include <iostream> 2 #include <vector> 3 using namespace std; 4 5 int poisonousPlants(vector<int>& p) { 6 vector<int> days(p.size(), 0); 7 vector<int> stack; 8 int maxDays = 0; 9 10 for (int i = 0; i < p.size(); ++i) { 11 int day = 0; 12 while (!stack.empty() && p[stack.back()] >= p[i]) { 13 day = max(day, days[stack.back()]); 14 stack.pop_back(); 15 }</pre>	<pre>Enter number of plants: 7 Enter pesticide levels: 6 5 8 4 7 10 9 Days until no plants die: 2 === Code Execution Successful ===</pre>

6) Implement Queue Using Stacks

```
#include <iostream>
```

```
#include <stack>
```

```
using namespace std;
```

```
class MyQueue {
```

```
    stack<int> inStack, outStack;
```

```
    void transfer() {
```

```
        while (!inStack.empty()) {
```

```
            outStack.push(inStack.top());
```

```
            inStack.pop();
```

```
        }
```

```
    }
```

```
public:
```

```
    void push(int x) {
```

```
        inStack.push(x);
```

```
    }
```

```
    int pop() {
```

```
        if (outStack.empty()) transfer();
```

```
        int val = outStack.top();
```

```
        outStack.pop();
```

```
        return val;
```

```
    }
```

```
    int peek() {
```

```

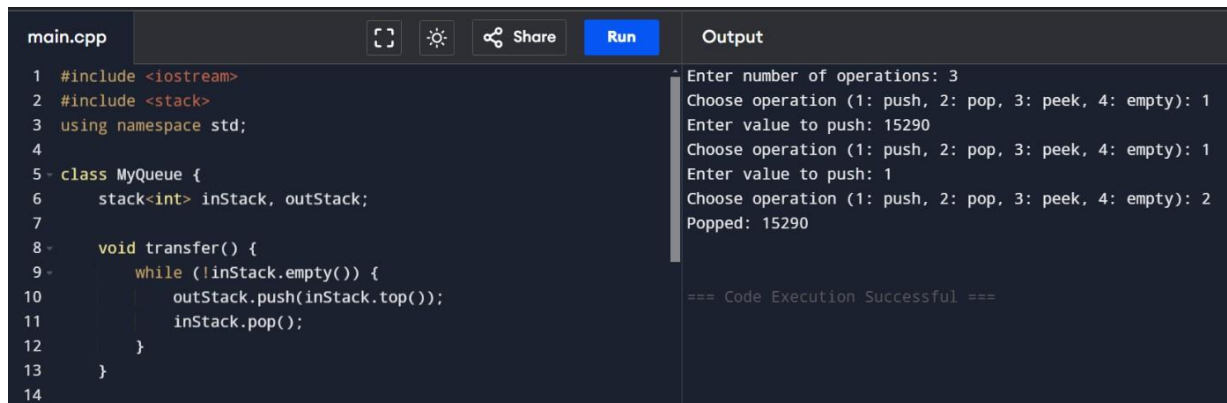
        if (outStack.empty()) transfer();
        return outStack.top();
    }

    bool empty() {
        return inStack.empty() && outStack.empty();
    }
};

int main() {
    MyQueue q;
    int n, op, x;
    cout << "Enter number of operations: ";
    cin >> n;
    for (int i = 0; i < n; ++i) {
        cout << "Choose operation (1: push, 2: pop, 3: peek, 4: empty): ";
        cin >> op;
        if (op == 1) {
            cout << "Enter value to push: ";
            cin >> x;
            q.push(x);
        } else if (op == 2) {
            cout << "Popped: " << q.pop() << endl;
        } else if (op == 3) {
            cout << "Front: " << q.peek() << endl;
        } else if (op == 4) {
            cout << "Empty: " << (q.empty() ? "Yes" : "No") << endl;
        }
    }
    return 0;
}

```

Output :



The screenshot shows a C++ IDE with a file named 'main.cpp'. The code defines a 'MyQueue' class with a 'transfer()' method that uses two stacks to reverse a queue. The output window shows the program's execution, including prompts for the number of operations, operation choices, values to push, and the final popped value.

```
main.cpp
1 #include <iostream>
2 #include <stack>
3 using namespace std;
4
5 class MyQueue {
6     stack<int> inStack, outStack;
7
8     void transfer() {
9         while (!inStack.empty()) {
10             outStack.push(inStack.top());
11             inStack.pop();
12         }
13     }
14 }
```

Output

```
Enter number of operations: 3
Choose operation (1: push, 2: pop, 3: peek, 4: empty): 1
Enter value to push: 15290
Choose operation (1: push, 2: pop, 3: peek, 4: empty): 1
Enter value to push: 1
Choose operation (1: push, 2: pop, 3: peek, 4: empty): 2
Popped: 15290

=== Code Execution Successful ===
```

7) Reverse a Queue Using Recursion

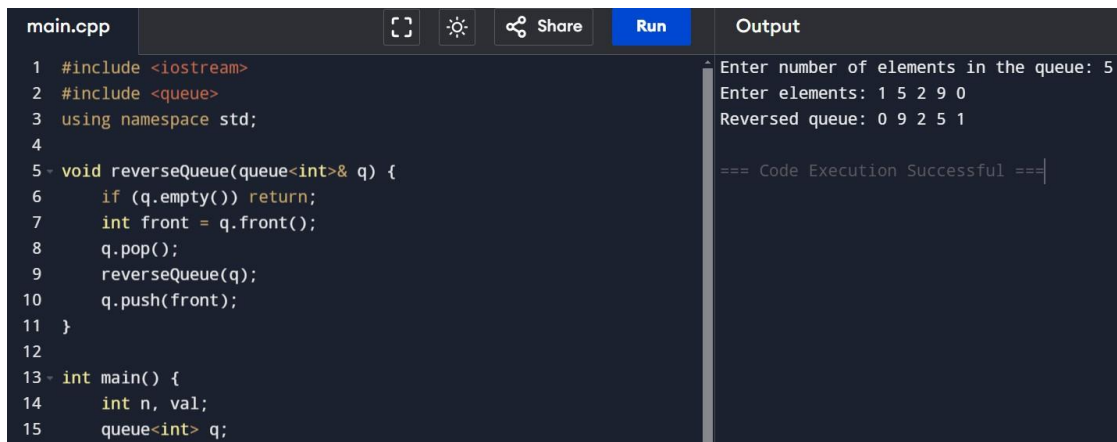
```
#include <iostream>
#include <queue>
using namespace std;
```

```
void reverseQueue(queue<int>& q) {
    if (q.empty()) return;
    int front = q.front();
    q.pop();
    reverseQueue(q);
    q.push(front);
}
```

```
int main() {
    int n, val;
    queue<int> q;
    cout << "Enter number of elements in the queue: ";
    cin >> n;
    cout << "Enter elements: ";
    for (int i = 0; i < n; ++i) {
        cin >> val;
        q.push(val);
    }
    reverseQueue(q);
    cout << "Reversed queue: ";
    while (!q.empty()) {
        cout << q.front() << " ";
        q.pop();
    }
    return 0;
}
```

```
}
```

Output :



The screenshot shows a C++ IDE with a file named 'main.cpp'. The code implements a function 'reverseQueue' that takes a queue of integers and reverses it by repeatedly popping the front element and pushing it to the back. The 'main' function prompts the user for the number of elements (5), the elements themselves (1 5 2 9 0), and then displays the reversed queue (0 9 2 5 1). The output pane on the right shows the program's execution, confirming the reversed sequence and stating 'Code Execution Successful'.

```
main.cpp
1  #include <iostream>
2  #include <queue>
3  using namespace std;
4
5  void reverseQueue(queue<int>& q) {
6      if (q.empty()) return;
7      int front = q.front();
8      q.pop();
9      reverseQueue(q);
10     q.push(front);
11 }
12
13 int main() {
14     int n, val;
15     queue<int> q;
```

Output

```
Enter number of elements in the queue: 5
Enter elements: 1 5 2 9 0
Reversed queue: 0 9 2 5 1

=== Code Execution Successful ===
```

8) Sliding Window Maximum

```
#include <iostream>
#include <vector>
#include <deque>
using namespace std;
```

```
vector<int> maxSlidingWindow(vector<int>& nums, int k) {
    deque<int> dq;
    vector<int> result;

    for (int i = 0; i < nums.size(); ++i) {
        if (!dq.empty() && dq.front() == i - k) dq.pop_front();
        while (!dq.empty() && nums[dq.back()] < nums[i]) dq.pop_back();
        dq.push_back(i);
        if (i >= k - 1) result.push_back(nums[dq.front()]);
    }
    return result;
}
```

```
int main() {
    int n, k;
    cout << "Enter number of elements: ";
    cin >> n;
    vector<int> nums(n);
    cout << "Enter elements: ";
    for (int i = 0; i < n; ++i) cin >> nums[i];
    cout << "Enter window size: ";
    cin >> k;
    vector<int> result = maxSlidingWindow(nums, k);
    cout << "Sliding window maximums: ";
```

```

for (int x : result) cout << x << " ";
return 0;
}

```

Output :

```

main.cpp
1 #include <iostream>
2 #include <vector>
3 #include <deque>
4 using namespace std;
5
6 vector<int> maxSlidingWindow(vector<int>& nums, int k) {
7     deque<int> dq;
8     vector<int> result;
9
10    for (int i = 0; i < nums.size(); ++i) {
11        if (!dq.empty() && dq.front() == i - k) dq.pop_front();
12        while (!dq.empty() && nums[dq.back()] < nums[i]) dq
            .pop_back();
13        dq.push_back(i);

```

Output

```

Enter number of elements: 5
Enter elements: 1 5 2 9 0
Enter window size: 4
Sliding window maximums: 9 9

=== Code Execution Successful ===

```

9) Circular Queue Simulation

```

#include <iostream>
#include <queue>
#include <vector>
using namespace std;

```

```

// Function to calculate the number of students unable to eat
int studentsUnableToEat(vector<int>& students, vector<int>& sandwiches) {
    queue<int> studentQueue;
    for (int s : students) {
        studentQueue.push(s);
    }

```

```

    int i = 0, count = 0;
    while (!studentQueue.empty() && count < studentQueue.size()) {
        if (studentQueue.front() == sandwiches[i]) {
            studentQueue.pop();
            ++i;
            count = 0;
        } else {
            studentQueue.push(studentQueue.front());
            studentQueue.pop();
            ++count;
        }
    }
}

```

```

return studentQueue.size();

```



```

}

int main() {
    int n;
    cout << "Enter the number of students (and sandwiches): ";
    cin >> n;

    vector<int> students(n), sandwiches(n);
    cout << "Enter the students' preferences (0 for circular, 1 for square): "; for
    (int i = 0; i < n; ++i) {
        cin >> students[i];
    }

    cout << "Enter the sandwiches stack (0 for circular, 1 for square): ";
    for (int i = 0; i < n; ++i) {
        cin >> sandwiches[i];
    }

    int result = studentsUnableToEat(students, sandwiches);
    cout << "Number of students unable to eat: " << result << endl;

    return 0;
}

```

Output :

The screenshot shows a C++ IDE with a file named `main.cpp`. The code defines a function `studentsUnableToEat` that takes two vectors of integers, `students` and `sandwiches`, and returns the number of students who cannot eat. The `main` function prompts the user for the number of students (and sandwiches), then for each student's preference (0 for circular, 1 for square), and finally for each sandwich's type (0 for circular, 1 for square). The output shows the results of the execution with the input values 4, 1 1 0 0, 0 1 0 1, and the final result 0.

```

main.cpp
1 #include <iostream>
2 #include <queue>
3 #include <vector>
4 using namespace std;
5
6 // Function to calculate the number of students unable to eat
7 int studentsUnableToEat(vector<int>& students, vector<int>&
    sandwiches) {
8     queue<int> studentQueue;
9     for (int s : students) {
10         studentQueue.push(s);
11     }

```

Output

```

Enter the number of students (and sandwiches): 4
Enter the students' preferences (0 for circular, 1 for square): 1 1 0 0
Enter the sandwiches stack (0 for circular, 1 for square): 0 1 0 1
Number of students unable to eat: 0

=== Code Execution Successful ===

```

10) Zuma Game

```
#include <iostream>
#include <unordered_map>
#include <string>
#include <vector>
#include <climits>
using namespace std;

// Helper function to reduce the board by removing groups of 3 or more consecutive balls string
reduceBoard(string board) {
    int n = board.size();
    bool reduced = true;

    while (reduced) {
        reduced = false;
        int i = 0;

        while (i < n) {
            int j = i;
            while (j < n && board[i] == board[j]) {
                j++;
            }

            // If there are 3 or more consecutive balls, remove them if
            (j - i >= 3) {
                board = board.substr(0, i) + board.substr(j);
                n = board.size();
                reduced = true;
            } else
            { i = j;
            }
        }
    }
    return board;
}

// Helper function for DFS
int dfs(string board, unordered_map<char, int>& hand) {
    board = reduceBoard(board);
    if (board.empty()) return 0;

    int minSteps = INT_MAX, n = board.size();

    for (int i = 0; i < n; i++) {
        int j = i;
        while (j < n && board[i] == board[j]) {
            j++;
        }
    }
}
```

```

    }

    int need = 3 - (j - i);
    if (hand[board[i]] >= need) {
        hand[board[i]] -= need;
        int steps = dfs(board.substr(0, i) + board.substr(j), hand);
        if (steps != -1) {
            minSteps = min(minSteps, steps + need);
        }
        hand[board[i]] += need;
    }
}

return minSteps == INT_MAX ? -1 : minSteps;
}

// Main function to calculate the minimum steps to clear the board
int findMinStep(string board, string hand) {
    unordered_map<char, int> handCount;
    for (char c : hand) {
        handCount[c]++;
    }
    return dfs(board, handCount);
}

int main() {
    string board, hand;
    cout << "Enter the board string (e.g., WRRBBW): ";
    cin >> board;
    cout << "Enter the hand string (e.g., RB): ";
    cin >> hand;

    int result = findMinStep(board, hand);
    if (result == -1) {
        cout << "It is impossible to clear the board." << endl;
    } else {
        cout << "Minimum steps to clear the board: " << result << endl;
    }

    return 0;
}

```

Output :

main.cpp	Run	Output
<pre>1 #include <iostream> 2 #include <unordered_map> 3 #include <string> 4 #include <vector> 5 #include <climits> 6 using namespace std; 7 8 // Helper function to reduce the board by removing groups of 3 or more consecutive balls 9 string reduceBoard(string board) { 10 int n = board.size(); 11 bool reduced = true;</pre>		<pre>Enter the board string (e.g., WRRBBW): WRRBBW Enter the hand string (e.g., RB): RB It is impossible to clear the board. === Code Execution Successful ===</pre>