## Cellode, STRIVER'S SDE SHEET





Day	1 - 1	
	The same in case of the sa	

## Set Matrix Zeroes : [Medium]

Given an 'mxn' integer matrix, if an element is 'O' set the entire row and column to > O.

You must do it in plance:

Input:				outpu			
-	1	1	1		1	0	1
	1	0	1	⇒	0	0	0
	1	1	1		1	0	)

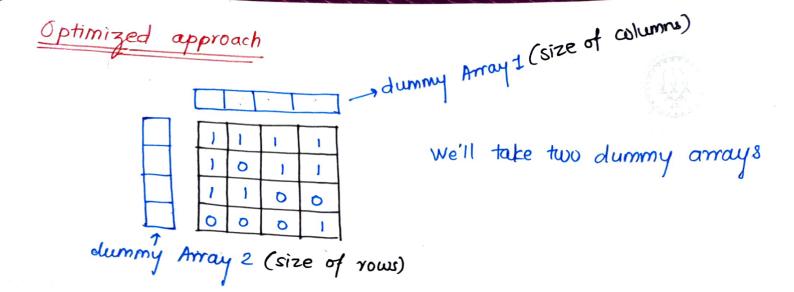
# Brute-force approach:

Whenever we find "0"  $\rightarrow$  then go through its row and make all elements  $\Rightarrow$  -1 and same, go through column and make all element  $\Rightarrow$  -1

After checking the whole 2D array, then change the -1 element ⇒ to "O" and here we have got our arswer.

Complexity: (Nxm) x (N+M)

Space complexity => O(1)

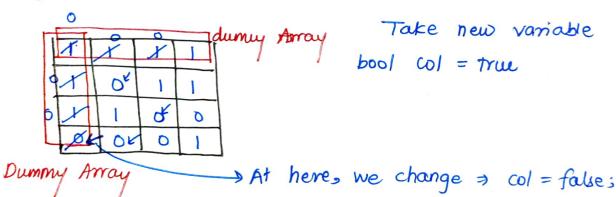


inearly traverse > Whenever you find > 0 then make

0 > in the columnth index of

0 > in the rowth index

## Most Optimized Approach :-



Now travese from back & check whether for that particular element, zero is present in the dummy column array or dummy row array if yes then convert that element to Zero (0).