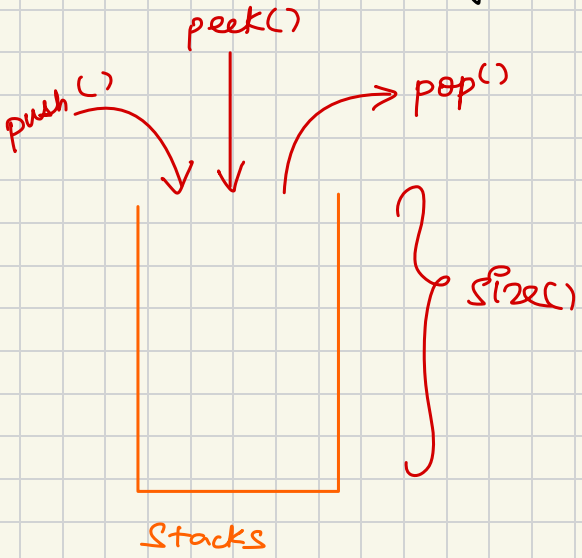
Stack. → using standard library
↘ using our own stack class }



Last in, first out (LIFO) }

Agenda

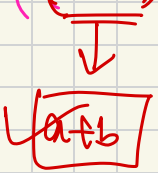
1. Extra Brackets
2. Next greater element
3. Stock Span
4. Largest area histogram

Extra Brackets.

valid exp.

string str = "(a+b)" No Extra Bracket.

= "((a+b))" Extra Bracket.



NOTE: a pair of bracket is useful, when it have a new exp inside it

exp = "((a+b) * (d) + (m+n / (0 * r)))" No Extra Bracket.

exp = "((a) + (b))" No Extra Bracket.

exp = (((a+b) + d * (e + (f)) \ ((g))))

X

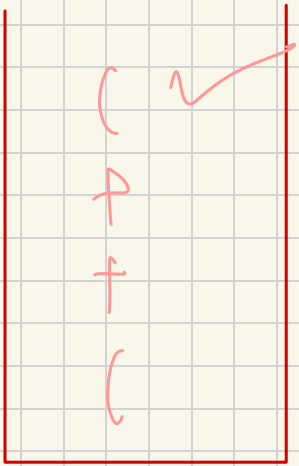
Extra Bracket Pair

str = "(a+b+(d+e)*(f))"

{LIFO}

- Last bracket to be opened, is the first one to be closed

exp = "((a)+(b+d)+((e+f)))"



Extra Bracket

$O(N^2)$

```
for(int i=0 → n)
    for(int j=0 → n)
```

$i = 0$, 1 , ... $N-1$

$= \sum_{i}$ N N N $= N^2$

```
for (int i = 0 ⟶ n)
    code()
```

$i = 0, 1, 2 \ldots n-1$

$\sum$ a b c α

TC: $a + b + c \ldots + \alpha \leq N$

✓ TC: O(N)

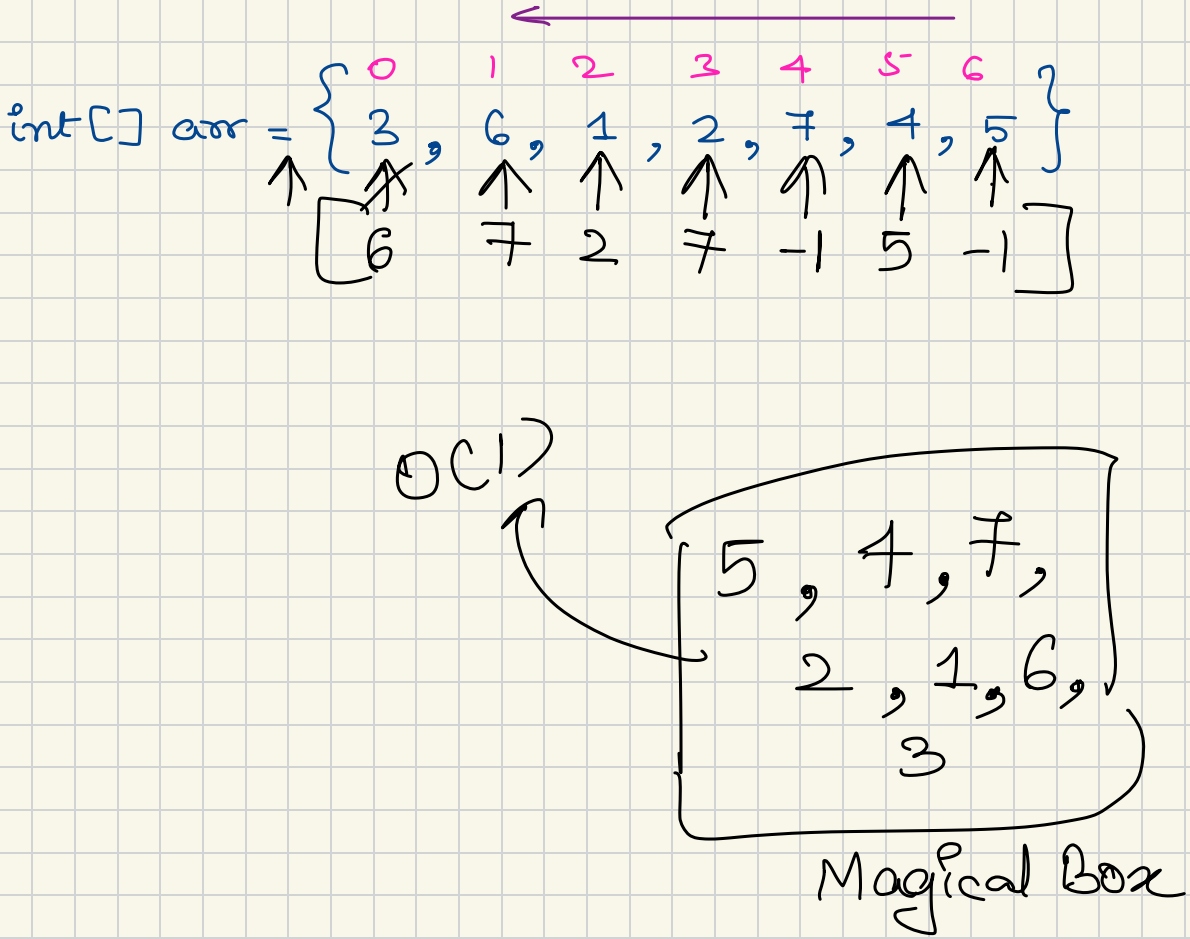
SC: O(N)

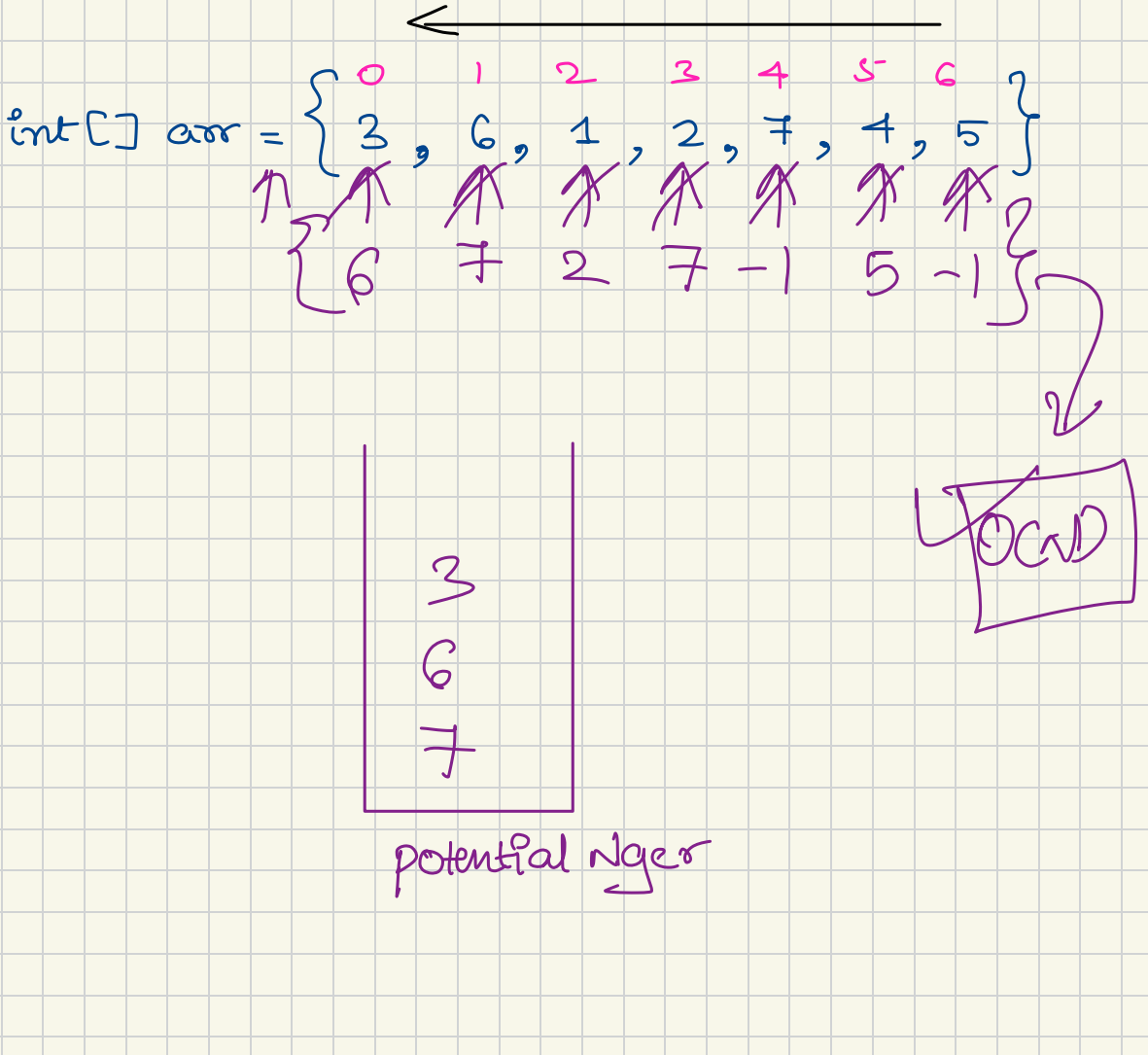
Next Greater Element On Right-

```
int[] arr = { 3, 6, 1, 2, 7, 4, 5 }
            0  1  2  3  4  5  6

nger[] = { 6, 7, 2, 7, -1, 5, -1 }
```

Brute force

TC : $O(N^2)$
SC : $O(1)$


0 1 2 3 4 5 6
int[] arr = { 3, 6, 1, 2, 7, 4, 5 }
6 7 2 7 -1 5 -1
O(1)
5, 4, 7,
2, 1, 6,
3
Magical Box


int[] arr = { 3, 6, 1, 2, 7, 4, 5 }
0 1 2 3 4 5 6
6 7 2 7 -1 5 -1
3
6
7
potential Nger
OCN

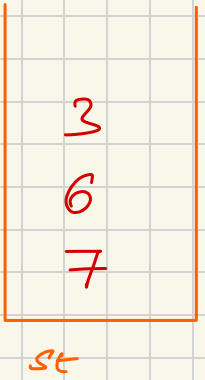
```java
// move right to left
for (int i = n - 1; i >= 0; i--) {
    long ele = arr[i];

    while (st.size() > 0 && st.peek() <= ele) {
        st.pop();
    }

    if (st.size() > 0) {
        nger[i] = st.peek();
    } else {
        nger[i] = -1;
    }

    st.push(ele);
}
```

int[] arr = { 3, 6, 1, 2, 7, 4, 5 }

0 1 2 3 4 5 6

{ 6 7 2 7 -1 5 -1 }

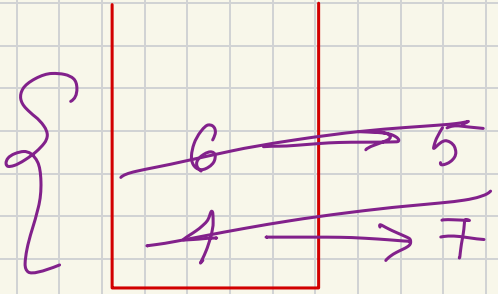
{ TC : O(N) }
{ SC : O(N) }



Approach_2

int[] arr = { 3, 6, 1, 2, 7, 4, 5 }

0	1	2	3	4	5	6
3	6	1	2	7	4	5
6	7	2	7	-1	5	-1

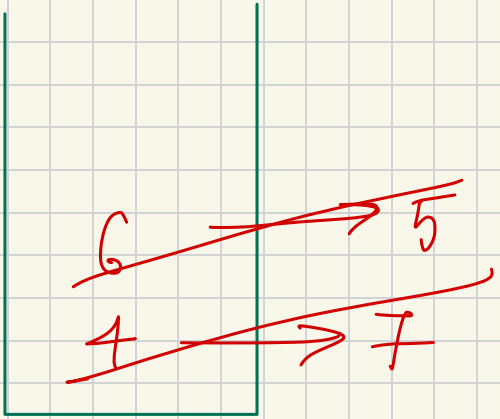


stack { people looking for nger }

0 1 2 3 4 5 6

{ 3 , 6 , 4 , 2 , 7 , 1 , 5 }

6 ≠ 7 7 −1 5 −1



st { people looking wger }

H.W.

1. Balanced Brackets
2. previous greater element
3. Dry Run Both Approaches discussed today.