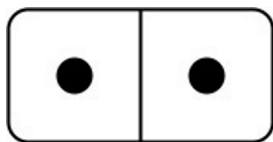


790. Domino and Tromino Tiling

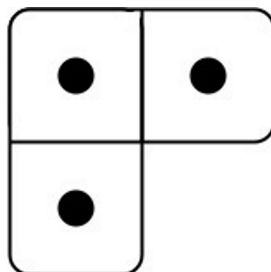
Medium

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You have two types of tiles: a 2×1 domino shape and a tromino shape. You may rotate these shapes.



Domino tile

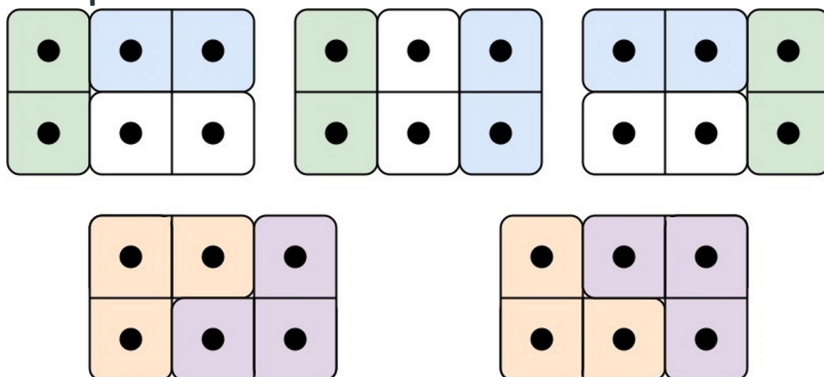


Tromino tile

Given an integer n , return *the number of ways to tile an $2 \times n$ board*. Since the answer may be very large, return it **modulo** $10^9 + 7$.

In a tiling, every square must be covered by a tile. Two tilings are different if and only if there are two 4-directionally adjacent cells on the board such that exactly one of the tilings has both squares occupied by a tile.

Example 1:



Input: $n = 3$

Output: 5

Explanation: The five different ways are show above.

Example 2:

Input: $n = 1$

Output: 1

Constraints:

- $1 \leq n \leq 1000$

Accepted

29,096

Submissions

66,491

Seen this question in a real interview before?

From <<https://leetcode.com/problems/domino-and-tromino-tiling/>>

Let's try to construct our dp

$dp[0] = 1$ (since, in question range is from 1, so we can assume $dp[0]$ to be 1, to construct our dp easily)

$dp[1] = 1, \{1\}$

$dp[2] = 2, \{1, 1, =\}$

$dp[3] = 5, \{dp[2] + \{1\} \Rightarrow \{1, 1, 1, =\}, dp[1] + \{=\} \Rightarrow \{1, =\}, dp[0] + \{1, =\} = \{1, =, =\}\}$

$dp[4] = 11, \{dp[3] + \{1\}, dp[2] + \{=\}, dp[1] + \{1, =\}, dp[0] + \{1, =, =\}\}$

So, from the above trend we can see that,

$dp[n-1]$ & $dp[n-2]$ are contributing one time in $dp[n]$
but from $dp[n-3] \dots dp[0]$, are contributing two times in $dp[n]$

So, we can now deduce a formula from it,

$$dp[n] = dp[n-1] + dp[n-2] + 2(dp[n-3] + \dots + dp[0])$$

$$\text{Also, } dp[n-1] = dp[n-2] + dp[n-3] + 2(dp[n-4] + \dots + dp[0])$$

$$\therefore dp[n] - dp[n-1] = dp[n-1] + dp[n-3]$$

$$\boxed{dp[n] = 2 * dp[n-1] + dp[n-3]}$$

Time Complexity : $O(n)$

Space Complexity : $O(n)$

```
class Solution {
    public int numTilings(int n) {
        int dp[] = new int[n+4];

        int mod = (int)(Math.pow(10,9)+7);
        dp[1] = 1;
        dp[2] = 2;
        dp[3] = 5;

        for(int i=4;i<=n;i++){
            dp[i] = ((2*dp[i-1])%mod)+dp[i-3];
            dp[i] %= mod;
        }

        return dp[n];
    }
}
```