### **Experiment -9**

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### **Ques 1: Minimum Operations to Make the Array Increasing**

You are given an integer array nums (**0-indexed**). In one operation, you can choose an element of the array and increment it by 1.

For example, if nums = [1,2,3], you can choose to increment nums[1] to make nums = [1,3,3].

Return the minimum number of operations needed to make nums strictly increasing.

An array nums is **strictly increasing** if nums[i] < nums[i+1] for all 0 <= i < nums.length - 1. An array of length 1 is trivially strictly increasing.

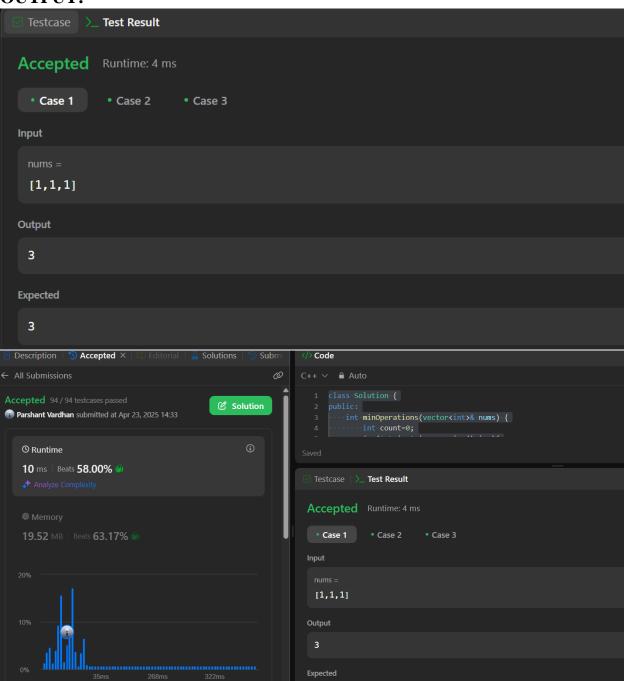
### Code:

```
class Solution {
public:
    int minOperations(vector<int>& nums) {
        int count=0;
        for(int i =1;i<nums.size();i++){
            if(nums[i]<=nums[i-1]){
                count+=(nums[i-1]-nums[i]+1);
                nums[i]=nums[i-1]+1;

        }
    }
    return count;
}</pre>
```



### **OUTPUT:**



### **Ques 2 Remove Stones to Minimize the Total:**

You are given a **0-indexed** integer array piles, where piles[i] represents the number of stones in the ith pile, and an integer k. You should apply the following operation **exactly** k times:

Choose any piles[i] and **remove** floor(piles[i] / 2) stones from it.

**Notice** that you can apply the operation on the **same** pile more than once.

Return the *minimum* possible total number of stones remaining after applying the k operations.

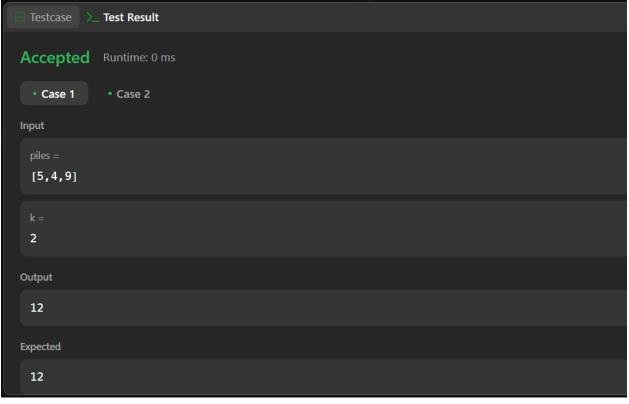
floor(x) is the **greatest** integer that is **smaller** than or **equal** to x (i.e., rounds x down).

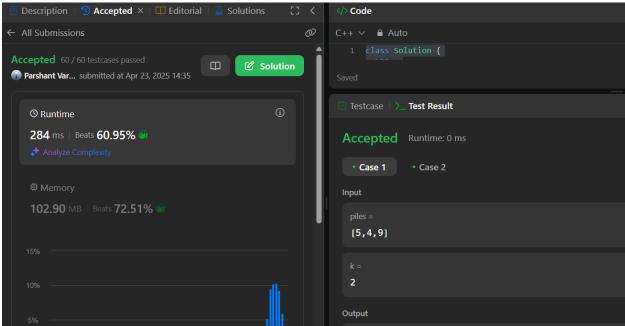
### CODE:

```
class Solution {
public:
    int minStoneSum(vector<int>& piles, int k) {
        priority_queue<int> maxHeap(piles.begin(), piles.end());

        while (k--) {
            int largestPile = maxHeap.top();
                maxHeap.pop();
                largestPile -= floor(largestPile / 2);
                maxHeap.push(largestPile);
        }
        int res=0;
        while(!maxHeap.empty()){
            res += maxHeap.top();
                maxHeap.pop();
        }
        return res;
    }
};
```

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### **Ques3: Number of Islands**

Given an 2D binary grid which represents a map of s (land) and s (water), return

An is surrounded by water and is formed by connecting adjacent lands horizontally or vertically. You may assume all four edges of the grid are all surrounded by water.

#### CODE:

```
class Solution {
public:
    void dfs(vector<vector<char>>& grid, int i , int j){
        if(i < 0 || i >= grid.size() ||
            j < 0 || j >= grid[0].size() ||grid[i][j]=='0') return;
        grid[i][j]='0';
        dfs(grid,i-1,j);
        dfs(grid,i+1,j);
        dfs(grid,i,j-1);
        dfs(grid,i,j+1);
    int numIslands(vector<vector<char>>& grid) {
        int count=0;
        for(int i=0;i<grid.size();i++){</pre>
            for(int j =0;j<grid[0].size();j++){</pre>
                if(grid[i][j]=='1'){
                    dfs(grid, i, j);
                     count++;
        return count;
```



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