

Dev: Lecture -182D-Array and vector* Diagonal point :

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Code :

col = 0;

while (col < 4) {

i = 0, j = col;

while (j >= 0) {

cout << arr[i][j];

i++;

j--;

}

0	1	4	2	5
8	3	6	9	
12				

row = 1;

while (row < 5) {

i = row, j = 3;

while (i <= 4) {

cout << arr[i][j];

i++;

j--;

}

}

7	10	13	11
14	15		

* Count zeroes in a sorted Matrix:

$N=3$

		0	1	2
A =	0	0	0	0
Small ↑	1	0	0	1
size ↑	2	0	1	1

Large, same.

Find last zero of every row:

0 0 0 → last

$$\text{count} = \text{count} + j + 1$$

$$= 3$$

0 0 1

↓
last

$$\text{count} = \text{count} + j + 1$$

$$= 3 + 1 + 1$$

$$= 5$$

0 1 1

↓
last

$$\text{count} = 5 + 0 + 1$$

$$= 6$$

* Start from top right:

All zero

0 0 0
0 0 1
0 1 1

All 1.


```

0 0 0
0 0 1
0 1 1

```

```

0 0 0
0 0 1
0 1 1

```

When 1 found

↳ Move left.

```

0 0 0
0 0 1
0 1 0

```

When 0 found

↳ Move down.

count = j + 1;

Till When?1) $i \geq \text{row}$ 2) $\text{col} \geq 0$

Code:

```

int count = 0, row = A.size(), col = A[0].size();
int i = 0; j = col - 1;
while ( i < row && j >= 0 ) {
    while ( j >= 0 && A[i][j] == 1 )
        j--;
    count += j + 1;
    i++;
}
return count;
}
};

```


STL (Standard Template Library)

Dynamic Array (vector)

↳ size is not fixed at initial.

`vector<int> vector_name;`

↳ arr

Insert value :

↳ `arr.push_back (Element);`

Delete value :

↳ `arr.pop_back();`

↳ pop last element

Size :

↳ `arr.size();`

For accessing first element :

↳ `arr[0]` or `arr.front();`

For accessing last element :

↳ `arr[n-1]` or `arr.back();`

For deleting all element of arr / vector :

↳ `arr.clear();`

vector size is always : 2^n

0, 1, 2, 4, 8, 16, 32 ...

It double array size while pushing element.

* Create a vector and insert 10 element?

```
#include <vector>
```

```
vector<int> v;
```

```
for (int i = 1; i <= 10; i++) {
```

```
    v.push_back(i);
```

```
}
```

```
i < v.size();
```

```
for (int i = 0; i < 10; i++) {
```

```
    cout << v[i] << " ";
```

```
}
```

```
Sort (v.begin(), v.end(), greater<int>());
```

$O(N \log N)$;

```
cout << v.capacity() << endl;
```

→ 2^n

```
cout << v.size() << endl;
```

→ actual size

```
v.pop_back() → delete last element
```

→ `vector<int> arr(size);`

→ `vector<int> arr(size, initialise);`

```
vector<int> arr(5, 2);
```

↳

↳

2 2 2 2 2

so this capacity is 5.

2^n → Not applicable

If we add one element then it double

5 to 10.

2D - Array / vector:

```
vector<vector<int>> arr (4, vector<int> (3));
```

↑ ↑ ↑
 array rows column
 name

```
rows = arr.size();
```

```
column = arr[0].size();
```

```
Total Element = rows x column;
```

```
vector<vector<int>> arr (3, vector<int> (3));
```

```
for (int i=0; i<3; i++)
```

```
for (int j=0; j<3; j++)
```

```
cin >> arr[i][j];
```

```
// sort ( arr.begin(), arr.end());
```

```
for (int i=0; i<3; i++)
```

```
sort (arr[i].begin(), arr[i].end());
```

```
for (int i=0; i<3; i++){
```

```
for (int j=0; j<3; j++){
```

```
cout << arr[i][j] << " ";
```

```
}
```

```
cout << endl;
```

```
}
```



```
char arr[10];  
for (int i=0; i<10; i++) {  
    cin >> arr[i];  
}
```

```
cin >> arr;
```