



You
Just now



- 1) Given an array that denotes height of buildings, also given an array containing indices. The building on these indices have a fountain.

height - [7 3 2 1 3 6 8 2 1 5]
indices [1 5 7]

Fountains are throwing water towards left and right. If the adjacent buildings are strictly smaller in height, water will accumulate over it.

Return a bit array with 1 at those indices where water will be stored.

$O(n)$

Output: [0 1 1 1 1 0 0 0 1 0]

- 2) Given an array containing integers. Find the max subarray sum and return indices i and j of this subarray. (Return any if multiple possible)

$O(n)$

Follow-Up: Return i, j index (start, end) of the subarray which has $a[i] == a[j]$ and maximum sum.

$O(n)$



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~~Input Array~~

$N=5$

$[-1, t] [0, t] [3, f] [9, f] [2, t]$ Input

$[-1.5, 0.4, 3.1, 9.2, 2.3]$ Output

t = Can increase no. as much as you want

f = Can decrease no. as " " "

Convert given ^{numbers} to any permutation of $1..N$
If not possible return empty array.

For eg. in above case mean ~~some~~ doing following conversion.

$-1 \rightarrow 5$

$0 \rightarrow 4$

$3 \rightarrow 1$

$9 \rightarrow 2$

$2 \rightarrow 3$

Output this as a pair.

$O(N \log N)$

not sure!!



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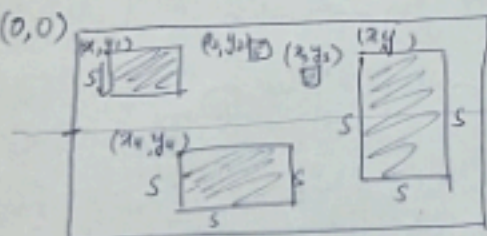
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- Round 1: - Variation of HashMap + Top K elements (Priority Queue)
- Some social media app, find top K users according to no. of words chatted.
 - YEH QUES KOI BHI KARLEGA NO TENSION AAGE PADHO

- Round 2:
- You have ∞ long and wide table. It has square cakes on it.
 - Make a cut on y axis of table. Cutter has no finger.
 - Cut such a way ki uske upar and uske neeche cakes ka total area half-half sahe.
 - X-axis increases on right, ~~top~~ y on bottom.
 - Cake ka top left (x, y) and side given hai
 - Return y coordinate of table to put cut.
 - Note: All the values are floating point.

Ex: (0,0)



cut

Approach 3 gase:
Binary search.

- Round 3: ① Given an undirected acyclic graph with all nodes having at most 3 neighbours. Tell B any node which can be a root for a binary tree.

- ② Let's introduce colours to nodes. (Black and white)
- If your root node is B then neighbours should be W then its neighbours B. Colour pattern should be followed:
- (B) → W → B → W → B or (W) → B → W → B (root)
- Then after colour pattern only return correct root.

[I don't recall correctly ki saare potential roots return karne ya sirf any root]



Reply



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⑤ Now introduce 3 colours (Red, Black, White).
~~test~~ Same ques as ② but match pattern:

① $R \rightarrow B \rightarrow W \rightarrow R \rightarrow B \rightarrow W$ or ② $B \rightarrow W \rightarrow R \rightarrow B \rightarrow W \rightarrow R$

or ③ $W \rightarrow R \rightarrow B \rightarrow W \rightarrow R \rightarrow B$

Approach 9gaur: kuch toh BFS and ek cheez se vo impress, I said take colour as

$R=0$ $B=1$ $W=2$ check if neighbour colour is
 (Parent colour + 1) % 3.

GIVE ALL OPTIMAL APPROACH AND GOOD CODE

GOOD LUCK GUYS 😊

45 mins per round

45 mins / 5000

2 (11)



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