Agenda

- i) Design min Stack
- ii) Neasest Smaller 3 **
 Lis on dejt
 Lis on right
- iii) Largest Area histogram

0.1 Design a Stack that supports puch, pop, top and min junctions in o(1) time.

10 5 9 18 12 3 7 17 MinStack st = new MinStack ();

S

5+ pub(10)

St. push (5)

5+ , push (9)

St. push (18)

5+ push (12)

St. push (3)

5+. push (7)

5+·min() ->3

St. POP()

5+ POP()

57·min() → 5

st. top () → 12

St. pop ()

St . push (17)

St. top() → 17

class Minstack &

I void push (int x)

void POP()

(1) int +op()

int getmin()

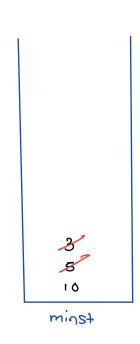
3

min= \$ 16 \$ 3

idea: we need separate stack to manage min values.

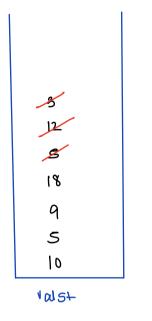
10 5 9 18 12 3 7 17

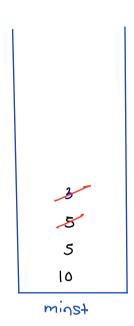
12/ 2/ 2/ 2/ 2/ 2/ 3/ 10



X Z= minst · peek()

- minst. push (x);





```
Minstack 3
class
     _____ two stack: Valst, minst
    void push (int x) }
           -> manage size=0 rondition
           -) add x in valst
           -) add x in minst (x <= minst.peek())
     3
     void pop () 3
          -> manage size=0 rondition
           -> temp= pop from valst
           - pop Jeon minst (temp == minst. peck())
       3
       int +0p() {
            -> manage size=0 condition
             -) octurn valst. peck ()
        3
        int getmin() {
              -> manage size=0 condition
              -) acturn minst, peck ()
         3
```

```
class Solution {
    Stack<Integer>st = new Stack<>();
    Stack<Integer>minSt = new Stack<>();
    public void push(int x) {
        if(st.size() == 0) {
            st.push(x);
            minSt.push(x);
        }
        else {
            st.push(x);
            if(x < minSt.peek()) {</pre>
                minSt.push(x);
            }
        }
    }
    public void pop() {
        if(st.size() == 0) {
            return;
        }
        else {
            int top = st.pop();
            if(top == minSt.peek()) {
                minSt.pop();
            }
        }
    }
    public int top() {
        if(st.size() == 0) {
            return -1;
        }
        else {
            return st.peek();
        }
    }
    public int getMin() {
        if(st.size() == 0) {
            return -1;
        }
        else {
            return minSt.peek();
        }
    }
}
```

Q.2 Nearest / next smaller on Legt.

for every element find out the value of nearest smaller on lest.

A= $\begin{bmatrix} 18 & 3 & 13 & 14 & 5 & 24 & 4 & 7 \end{bmatrix}$ ans $\begin{bmatrix} -1 & -1 & 3 & 13 & 3 & 5 & 3 \end{bmatrix}$

Expected TC: O(n)

```
[10 16 5 9 12 8
A =
                                     137
                             25
                          5 8
              -1 5
                      9
                                   5
                                     7
          10
ans =
ans in 7
ans [0] = -1, 54. push (A [0]);
                                                   13
 Jor (i -) 1 to A.length-1) }
                                                   7
  while (st.size() >0 &s st.peek() >= A(i)) }
         st. pop();
   3
                                                   مو
   ij (st. size() = =0) {
                                                   5
        anssij = -1;
                                                   سھل
                                                    St
     else 3
                                      TC: 0(n)
        anssij = st. peek();
                                      S(: 0(n)
     3
    54 - push (A [i]);
```

```
Nearest | next smaller on deft (Index based)

for every element find out the index of next | nearest smaller on left.

A = \begin{bmatrix} 0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 \\ 10 & 16 & 5 & 9 & 12 & 8 & 25 & 7 & 13 \end{bmatrix}

ans -1 0 -1 2 3 2 5 2 7
```

```
Jor (i -> 1 to A-length-1) ?

while (st-size() > 0 & A[St-peek()] >= A[i]) ?

st. pop();

ans[i] = -1;

ans[i] = st. peek();

st. push(i);
```

Q.3 Nearest / next smaller on right.

Jos every element find the value of nearest next small on right

 $A = \begin{bmatrix} 10 & 16 & 5 & 9 & 12 & 8 & 25 & 7 & 3 \end{bmatrix}$ ans 5 & 5 & 3 & 8 & 7 & 7 & 3 & -1

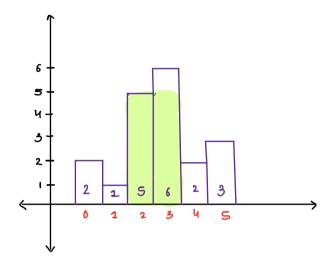
is direction of travelling should be right to left.

nearest | next smaller on right (Index based)

Jos every element lind the idx of nearest | next small on right

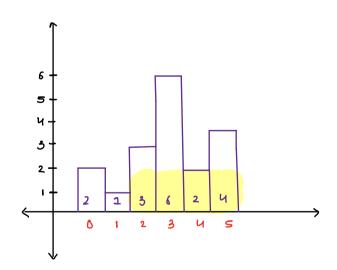
0.4 Largest area histogram

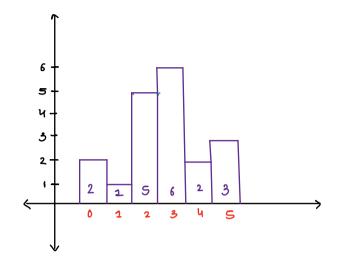
$$A = [2 1 5 6 2 3]$$



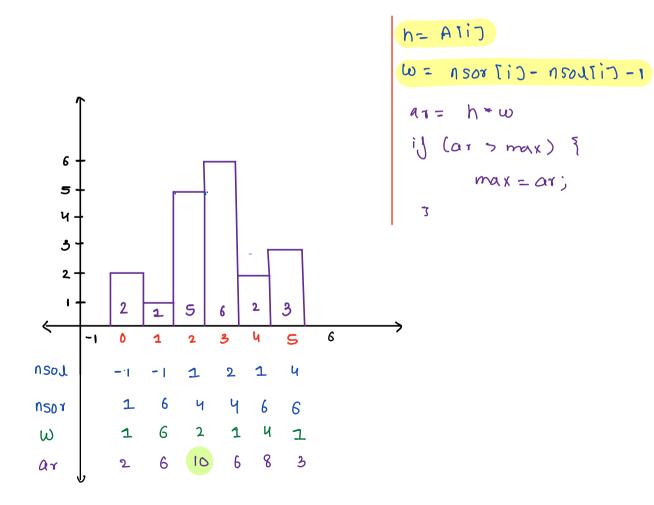
Largest rectangle possible?

$$A = [2 1 3 6 2 4]$$





i	h	W	ar
O	2	1	2
1	1	6	6
2	5	2	10
3	6	1	6
4	2	4	8
5	3	1	3



```
Doubts
                                -> 1 (yes redundant brack is
       ((a+6))
                                                         present)
                           -, o (no redundant brack ets)
       (a+(a+b))
   Str: (a+(a+6))
Jor (i-) 0 to str. length ()-1) }
   i) (ch == ((') }
       st-push (ch);
    else il ( (N == +, 11 (N== ,-, 11 }
           (h = = (*, 11 (h = .1,)
        st. push (ch);
    else if (ch== ')') {
        Il keep count of content (opr) till opening
                                                    St
         int (n+ = 0)
                                                   (chas)
         while (st. peck() != '(') {
              (n+++;
               St. POP(1;
          st. 808();
          ij ( (nt = = 0) { rotuin 13
     3
3
rduin 0;
```

((a+6))

t Cotum 2