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main.py

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```
1 def max_coins(piles):
2     piles.sort(reverse=True)
3     return sum(piles[1::3])
4 piles = [2, 4, 1, 2, 7, 8]
5 print(max_coins(piles))
6
```

Output

Clear

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=== Code Execution Successful ===

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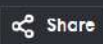
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Output

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```
1 def minCoins(coins, target):
2     max_val = 0
3     for coin in coins:
4         if coin <= max_val + 1:
5             max_val += coin
6         else:
7             break
8     return max_val + 1
9 coins = [1, 4, 10]
10 target = 19
11 print(minCoins(coins, target))
12
```

```
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=== Code Execution Successful ===
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```
1 from typing import List
2 def minimumTimeRequired(jobs: List[int], k: int) -> int:
3     def backtrack(jobs, workers, idx):
4         nonlocal res
5         if idx == len(jobs):
6             res = min(res, max(workers))
7             return
8         seen = set()
9         for i in range(k):
10            if workers[i] in seen or workers[i] + jobs[idx] >= res:
11                continue
12            seen.add(workers[i])
13            workers[i] += jobs[idx]
14            backtrack(jobs, workers, idx + 1)
15            workers[i] -= jobs[idx]
16        res = float('inf')
17        jobs.sort(reverse=True)
18        workers = [0] * k
19        backtrack(jobs, workers, 0)
20        return res
21 jobs = [3, 2, 3]
22 k = 3
23 print(minimumTimeRequired(jobs, k))
```

3

=== Code Execution Successful ===

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```
1 from bisect import bisect
2 from functools import lru_cache
3 def jobScheduling(startTime, endTime, profit):
4     jobs = sorted(zip(startTime, endTime, profit), key=lambda x: x[1])
5     dp = [[0, 0]]
6     @lru_cache(None)
7     def find(i):
8         if i == -1:
9             return 0
10        idx = bisect(dp, [jobs[i][0] + 1]) - 1
11        return max(jobs[i][2] + dp[idx][1], dp[i][1])
12    for s, e, p in jobs:
13        dp.append([e, find(bisect(dp, [s + 1]) - 1)])
14    return dp[-1][1]
15 startTime = [1, 2, 3, 3]
16 endTime = [3, 4, 5, 6]
17 profit = [50, 10, 40, 70]
18 print(jobScheduling(startTime, endTime, profit))
19
```

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=== Code Execution Successful ===

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```
1 import sys
2 def dijkstra(graph, source):
3     n = len(graph)
4     dist = [float('inf')] * n
5     dist[source] = 0
6     visited = [False] * n
7     for _ in range(n):
8         u = min_distance(dist, visited)
9         visited[u] = True
10        for v in range(n):
11            if not visited[v] and graph[u][v] != float('inf') and
               dist[u] + graph[u][v] < dist[v]:
12                dist[v] = dist[u] + graph[u][v]
13    return dist
14 def min_distance(dist, visited):
15     min_dist = float('inf')
16     min_index = -1
17     for i in range(len(dist)):
18         if not visited[i] and dist[i] < min_dist:
19             min_dist = dist[i]
20             min_index = i
21     return min_index
22
```

A module you have imported isn't available at the moment. It will be available soon.

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```
1 import heapq
2 def dijkstra(graph, source, target):
3     distances = {vertex: float('infinity') for vertex in graph}
4     distances[source] = 0
5     pq = [(0, source)]
6     while pq:
7         current_distance, current_vertex = heapq.heappop(pq)
8         if current_vertex == target:
9             return distances[target]
10        if current_distance > distances[current_vertex]:
11            continue
12        for neighbor, weight in graph[current_vertex].items():
13            distance = current_distance + weight
14            if distance < distances[neighbor]:
15                distances[neighbor] = distance
16                heapq.heappush(pq, (distance, neighbor))
17    return float('infinity')
18 n = 6
19 edges = [(0, 1, 7), (0, 2, 9), (0, 5, 14), (1, 2, 10), (1, 3, 15),
20         (2, 3, 11), (2, 5, 2), (3, 4, 6), (4, 5, 9)]
21 source = 0
22 target = 4
23 graph = {i: {} for i in range(n)}
24 for edge in edges:
25     u, v, w = edge
26     graph[u][v] = w
27 result = dijkstra(graph, source, target)
28 print(result)
29
```

26

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```

1 import heapq
2 from collections import defaultdict
3 class Node:
4     def __init__(self, char, freq):
5         self.char = char
6         self.freq = freq
7         self.left = None
8         self.right = None
9     def __lt__(self, other):
10         return self.freq < other.freq
11 def build_huffman_tree(char_freq):
12     heap = [Node(char, freq) for char, freq in char_freq.items()]
13     heapq.heapify(heap)
14     while len(heap) > 1:
15         left = heapq.heappop(heap)
16         right = heapq.heappop(heap)
17         return heapq.heappush(heap, Node(left.char + right.char, left.freq + right.freq))
18 def generate_huffman_codes(root, current_code, huffman_codes):
19     if root is None:
20         return
21     if root.char is not None:
22         huffman_codes[root.char] = current_code
23     return

```

```
{'f': '0', 'c': '100', 'd': '101', 'a': '1100', 'b': '1101', 'e': '111'}
```

```
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```

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```
1 def decode_huffman_string(root, encoded_string):
2     decoded_string = ""
3     current = root
4     for char in encoded_string:
5         if char == '0':
6             current = current.left
7         else:
8             current = current.right
9         if current.is_leaf():
10            decoded_string += current.char
11            current = root
12    return decoded_string
13
```

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```
1 def max_weight_loaded(weights, max_capacity):
2     weights.sort(reverse=True)
3     loaded_weight = 0
4     for weight in weights:
5         if weight <= max_capacity:
6             loaded_weight += weight
7             max_capacity -= weight
8     return loaded_weight
9 n = 5
10 weights = [10, 20, 30, 40, 50]
11 max_capacity = 60
12 print(max_weight_loaded(weights, max_capacity))
13
```

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=== Code Execution Successful ===

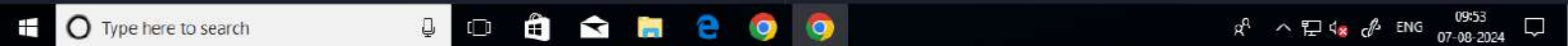
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```
1 class DisjointSet:
2     def __init__(self, n):
3         self.parent = [i for i in range(n)]
4         self.rank = [0] * n
5     def find(self, x):
6         if self.parent[x] != x:
7             self.parent[x] = self.find(self.parent[x])
8         return self.parent[x]
9     def union(self, x, y):
10        root_x = self.find(x)
11        root_y = self.find(y)
12        if root_x != root_y:
13            if self.rank[root_x] < self.rank[root_y]:
14                root_x, root_y = root_y, root_x
15            self.parent[root_y] = root_x
16            if self.rank[root_x] == self.rank[root_y]:
17                self.rank[root_x] += 1
18 def kruskal(n, edges):
19     edges.sort(key=lambda x: x[2])
20     ds = DisjointSet(n)
21     mst = []
22     total_weight = 0
23
```

Output

Edges in MST: [(2, 3, 4), (0, 3, 5), (0, 1, 10)]
Total weight of MST: 19

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