

# # Striver SDE Sheet: Day 1 - Arrays ::

A] Set matrix zeros:-

A-1] Brute Force:-

- ① Iterate on matrix
- ② we cannot mark all row & col  $= 0$  for  $arr[i][j] = 0$  because, further iterations on next elt. will be in problem. so mark them all col. & all row for  $arr[i][j] = 0$  to  $-1$ .  
only mark non-zero terms to  $-1$ .

1	$+^{-1}$	$+^{-1}$	1
$+^{-1}$	$\leftarrow \boxed{0} \rightarrow$	$\leftarrow \boxed{0} \rightarrow$	$+^{-1}$
$+^{-1}$	$+^{-1}$	$\leftarrow \boxed{0} \rightarrow$	$+^{-1}$
1	$+^{-1}$	$+^{-1}$	1

- ③ Now convert  $-1 \rightarrow 0$

A-2] Two additional arrays

TC  $\rightarrow n^2 \times n$   $\rightarrow$  iterating entire r & c for each '0'.  
 $\rightarrow$  iterating

So mark entire row & entire column even if 1 '0' is found.

		0	1	1	0
0	1	1	1	1	1
1	0	1	0	1	1
1	0	1	1	0	1
1	0	1	0	0	1

initialized by 0, marked '1'.  
 $\rightarrow$  col[m]  
i.e. entire col. must become 0 later

$\rightarrow$  row[n]

Now iterate, and change ele. of matrix to 0 by looking at row & col array mark.

1	0	0	1
0	0	0	0
0	0	0	0
0	0	0	0

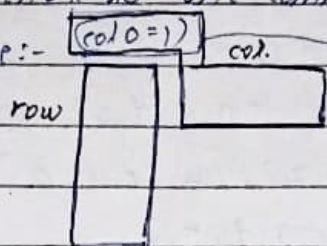


A-3] Using row[0] & col[0]

• Instead of taking row & col outside, move it inside the matrix.

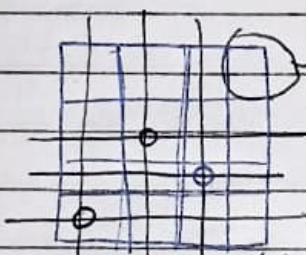
• In this case, there is one common pt.

so take it like:-



→ This part was colliding so, we put in into variable.

\*\*\*  
\*)



→ this will remain unmarked (in this case)  
→ corner guy will not be converted.

1	1	1	1
1	0	1	1
1	1	0	1
0	1	1	1

→ Now iterate

→ Now converting all '1' of matrix who should be '0'

→ Now  $arr[0][0] = 1 \rightarrow r=1 \text{ \& } c=0$   
so this should be converted to 0

This will  $arr[0][3] = 1 \rightarrow r=0 \text{ \& } c=1$

so this will be converted to 0. X

→ so do not touch the r & c arr. elements, we'll deal with them later.

→ so iterate from  $(n-1, m-1)$  reverse & work on ①

0 var.

①	0	0	①
0	0	X	0X
0	X0	0	0X
0	X0	X0	0X

→ this ele ans dep on  $\begin{cases} arr[3][0]: \text{itself} \\ arr[0][0]: 1 \\ \text{r element} \end{cases}$

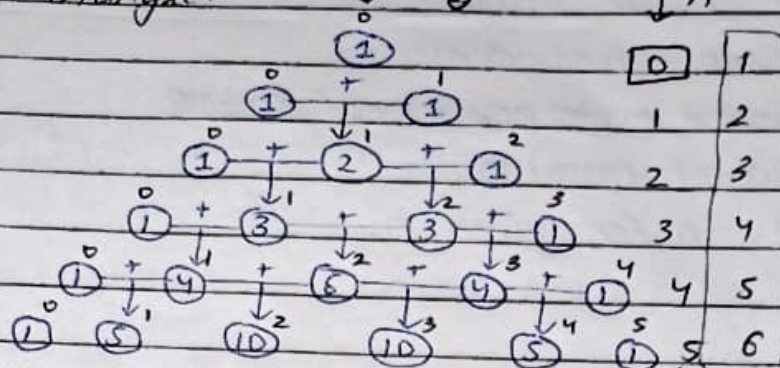
→ so we'll solve ② then ③ as

② ele. is dep. on ③

③  
→ this ele. ans dep on  $\begin{cases} arr[0][0]: \text{itself} \\ \text{variable taken} \end{cases}$



## B] Pascal's Triangle:-



$$n \rightarrow k(\text{idx})$$

0	1
1	2
2	3
3	4
4	5
5	6

$n \rightarrow \text{levels}$   
 $K \leq n$   
 $K \in [0, n]$

### Properties:-

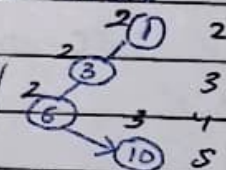
1) Each entry in binomial Pascal's Triangle is binomial coefficient of expression:  $(x+y)^n$ ;  $C(n, k) = \frac{n!}{k!(n-k)!}$   
 e.g:-  $C(4, 0) = 1$ ,  $C(4, 1) = 4$ ,  $C(4, 2) = 6$   
 $k=4$ ,  $(x+y)^4 = 1x^4 + 4x^3y + 6x^2y^2 + 4xy^3 + 1y^4$

2) Pascal Triangle is symmetric:  $C(n, k) = C(n, n-k)$

3) Sum of elements in a row  $n$ :  $\sum_{k=0}^n C(n, k) = 2^n$

4) Sum of a diagonal set of numbers equals the next number in the next diagonal:-

$$C(n, k) + C(n, k+1) + \dots + C(n, k+n) = C(n+1, k+1)$$



5) Sum of shallow diagonals gives Fibonacci Numbers:

Pascal's Triangle follow:  $C(n, k) = C(n-1, k-1) + C(n-1, k)$

Fibonacci Sequence follows:  $F(n) = F(n-1) + F(n-2)$

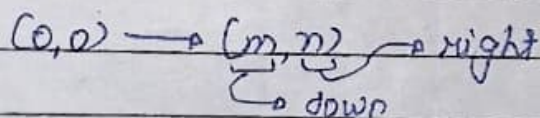
$$F(n) = C(n-1, 0) + C(n-2, 1) + C(n-3, 2) + \dots$$

6) Each row represents power of 11:  $11^n$

7) Path counting in a grid:-

→ No. of ways to reach a specific point in a grid only using right & down movement.

$$C(\text{total}, m) = \frac{(m+n)!}{m! n!} = \text{No. of ways to reach } (m, n)$$





### 3 Types of Problems on Pascal Triangle:-

① Given row & column, find element.

~~can be converted to the combinatorial problem.~~

② Print any  $n^{\text{th}}$  row of Pascal's.

③ Print entire Pascal's for given  $n$ .

B-1] ①

• Element =  ${}^nC_r = \frac{n!}{r! (n-r)!}$

$$= \frac{n(n-1)(n-2)(n-3)\dots(n-r)!}{(r)(r-1)(r-2)\dots 3.2.1} (n-r)!$$

${}^7C_2 = \frac{7 \times 6}{2 \times 1}$  (2 times),  ${}^{10}C_3 = \frac{10 \times 9 \times 8}{3 \times 2 \times 1}$  (3 times) =  $10 \times \frac{9}{2} \times \frac{8}{3}$

• Code

Find  $nCr$  (int n, int r) {

long res = 1; <sup>to avoid overflow</sup>  
for (int i = 0; i < r; i++) {

TC =  $O(r)$

SC =  $O(1)$

res = res \* (n - i);

res = res / (i + 1); }

return res; }

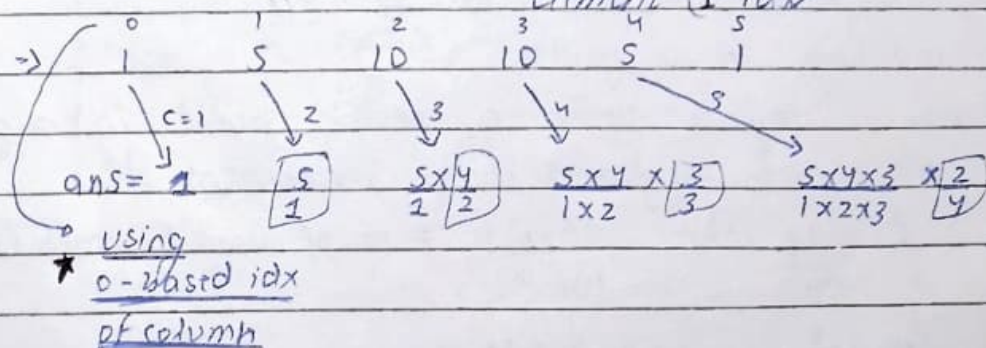
B-2] ②

•  $N^{\text{th}}$  row  $\rightarrow$   $N$  elements

• Element =  ${}^{R-1}C_{c-1}$

$R$  &  $C$  are row & column no. of element (1-index)

•  $r=6 \rightarrow$



using  
0-based idx  
of column

$$\text{ans} = \text{ans} \times (\text{row} - \text{col})$$

col.

• code:-

$$TC = O(N)$$

$$SC = O(1)$$

no. of row  
= no. of column  
elements we print

```
ans = 1
print(ans)
for (i = 1; i < n; i++) {
    ans = ans * (n - i)
    ans = ans / i
    print(ans);
}
```

\* B-3] (3)

• No need to print spaces

• `public static List<Integer> generateRow(int row) {`

`long ans = 1;`

`List<Integer> ansRow = new ArrayList<>();`

`ansRow.add(1); // inserting first element`

// calculate rest of elements

`for (int col = 1; col < row; col++) {`

`ans = ans * (row - col);`

~~`ans = ans * row;`~~

`ans = ans / col;`

`ansRow.add((int) ans); }`

`return ansRow`

`public static List<List<Integer>> pascalTriangle(int n) {`

`List<List<Integer>> ans = new ArrayList<>();`

// store entire pascal A.

`for (int row = 1; row <= n; row++) {`

`ans.add(generateRow(row)); }`

`return ans; }`

$$TC = O(n^2)$$

$$SC = O(1)$$

• generating entire row

• for n row



(P)

c) next Permutation:-

c-g Brute force:-

- Generate all Permutation (sorted order)  $\rightarrow$  Recursion  $(N!)$
- Linear search for given perm.  $\rightarrow$   $O(N)$
- Go for next idx perm., if it not then go to first idx.
- $TC = O(N! \cdot N)$ ,  $SC = O(1)$

c-1) optimal:-

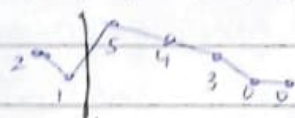
- Longer prefix match (maj > max > min)
- (next elements in lexo. order)

arr[] = [2, 1, 5, 4, 3, 0, 0]

initial perm.

[n-2 is the last idx, we can

see break pt., if it exist



(i) (i+1) Break pt.

✓ (dip) [1 2 3 4 | 5]

✗ (no dip) [5 4 3 2 1]

final perm.

find break pt. :  $arr[i] < arr[i+1]$ 

- find  $arr[j] > arr[i]$  s.t.  $arr[j] = \min.(i+1 \rightarrow n-1 \text{ etc.})$
- but  $> arr[i] \rightarrow$  swap

[2 1 | 5 4 3 0 0]

[2 3 | 0 0 1 4 5]

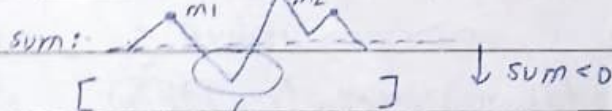
keep them in sorted order (min. first)

d) Kadane's Algorithm:-

(P)

- maximum Subarray Sum in an Array.

Approach - 3:-

 $\rightarrow$  if at any idx  $(sum < 0) \rightarrow sum = 0$ . (as it only reduce sum) $\rightarrow$  if  $sum > max \rightarrow sum = max$ neglect  $\rightarrow sum = 0$  (reinitialize)

(m2) ans

 $\rightarrow$  for  $(i = 0 \text{ to } n)$  :  $sum += arr[i]$ 

2 conditions.



### E] Sort an array of 0s, 1s & 2s:- (Optimal Approach)

- 3 RULES :-  $[0, \dots, \text{low}-1] \rightarrow 0$  extreme left  
 $[\text{low}, \dots, \text{mid}-1] \rightarrow 1$  ~~middle~~  
 $[\text{high}+1, \dots, n-1] \rightarrow 2$  extreme right

Diagram illustrating the partitioning process for finding the maximum number of groups:

Array: 0 0 0 0 0 1 1 1 1 1 2 2 2 2 2

Indices: low-1, low, mid-1, mid, high, high+1, n-1

Labels: sorted, (first 1 at low ptr), unsorted, sorted

The diagram shows the array partitioned into segments. The first segment (0s) is labeled 'sorted'. The second segment (1s) is labeled '(first 1 at low ptr)'. The third segment (2s) is labeled 'sorted'. The middle segment (1s) is labeled 'unsorted'.


→ initially unsorted

$\{ arr[mid] = 0 \mid 1/2$  as they are part of unsorted  
 $\rightarrow arr[mid] = 0$  arr

size of leftmost region increases

size of highest region  $T$ .

```
swap(a[mid], a[high]) high--;
```

low = 

→  $mid > high \Rightarrow$  arr is sorted

E] Stock Buy & Sell:-

- Given: arr[] prices  $\rightarrow$  prices[i]: price of a stock on  $i^{\text{th}}$  day.
- maximize profit by choosing a single day to buy stock & choose a different day to sell stock