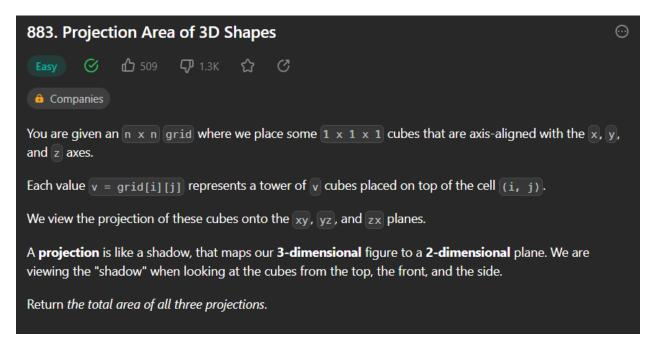
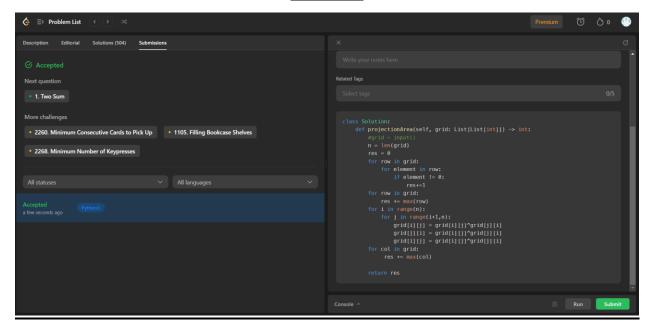
GEOMETRIC ALGORITHMS 3D

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LEETCODE HOMEWORK



Solution:



Explain:

To calculate the area of the projection from the top, we just need to count the number of cell (i, j) that have cubes on it. (Line 6-9 in the code)

- To calculate the area of the projection from the front, we need to to calculate the sum of cubes on the cells which have the most cubes on it of each row (only choose one if ties). (Line 10 11 in the code)
- To calculate the area of the projection from the side, we need to to calculate the sum of cubes on the cells which have the most cubes on it of each column (only choose one if ties). For easily implementing in Python, I swapped corresponding rows and columns of the *grid* array (Line 12 16 in the code), then I just need to use *max* function in Python to get the maximum value of each row (Line 17 18 in the code)