1244. Design A Leaderboard

Medium 409 71 Add to List Share

Design a Leaderboard class, which has 3 functions:

1. `addScore(playerId, score)` : Update the leaderboard by adding `score` to the given player's score. If there is no player with such id in the leaderboard, add him to the leaderboard with the given `score` .
2. `top(K)` : Return the score sum of the top `K` players.
3. `reset(playerId)` : Reset the score of the player with the given id to 0 (in other words erase it from the leaderboard). It is guaranteed that the player was added to the leaderboard before calling this function.

Initially, the leaderboard is empty.

Example 1:

```
Input:
["Leaderboard","addScore","addScore","addScore","addScore","addScore","top","

[[],[1,73],[2,56],[3,39],[4,51],[5,4],[1],[1],[2],[2,51],[3]]
Output:
[null,null,null,null,null,null,73,null,null,null,141]

Explanation:
Leaderboard leaderboard = new Leaderboard ();
leaderboard.addScore(1,73);   // leaderboard = [[1,73]];
leaderboard.addScore(2,56);   // leaderboard = [[1,73],[2,56]];
leaderboard.addScore(3,39);   // leaderboard = [[1,73],[2,56],[3,39]];
leaderboard.addScore(4,51);   // leaderboard = [[1,73],[2,56],[3,39],
[4,51]];
leaderboard.addScore(5,4);    // leaderboard = [[1,73],[2,56],[3,39],
[4,51],[5,4]];
leaderboard.top(1);           // returns 73;
leaderboard.reset(1);         // leaderboard = [[2,56],[3,39],[4,51],
[5,4]];
leaderboard.reset(2);         // leaderboard = [[3,39],[4,51],[5,4]];
leaderboard.addScore(2,51);   // leaderboard = [[2,51],[3,39],[4,51],
[5,4]];
leaderboard.top(3);           // returns 141 = 51 + 51 + 39;
```

Constraints:

- `1 <= playerId, K <= 10000`
- It's guaranteed that `K` is less than or equal to the current number of players.
- `1 <= score <= 100`
- There will be at most `1000` function calls.

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Java Autocomplete

```java
class Leaderboard {

    public Leaderboard() {

    }

    public void addScore(int playerId, int score) {

    }

    public int top(int K) {

    }

    public void reset(int playerId) {

    }
}

/**
 * Your Leaderboard object will be instantiated and called as such:
 * Leaderboard obj = new Leaderboard();
 * obj.addScore(playerId,score);
 * int param_2 = obj.top(K);
 * obj.reset(playerId);
 */
```