no, of islands

1 -, dans

	0	l	2	3	4	5
0	0	0	0	0	°×	OZ
ſ	O	20	0	X.	N X	0
2	0	X	ल्य	Xo	0	D
3	0	2	0	O	0	0
ч	0	2	٥	Ð	20	O
5	X°	0	Ø	20	Zo	20

```
//0 -> water, 1 -> land
public int numIslands(char[][] grid) {
     int count = 0;
     for(int i=0; i < grid.length;i++) {</pre>
          for(int j=0; j < grid[0].length;j++) {</pre>
              if(grid[i][j] == '1') {
                                                                    count = 8
                   count++;
                   dfs(i,j,grid);
     return count;
public void dfs(int i,int j,char[][] grid) {
   if(i < 0 || i >= grid.length || j < 0 || j >= grid[0].length || grid[i][j] == '0') {
      return;
   grid[i][j] = '0';
   //top
   dfs(i-1,j,grid);
   //left
   dfs(i,j-1,grid);
   //down
   dfs(i+1,j,grid);
   //right
   dfs(i,j+1,grid);
```

dri = [[-1,0], [0,-1], [2,0], (0,1]]

top left down right

```
static int[][]dir = {{-1,0},{0,-1},{1,0},{0,1}};

public void dfs(int i,int j,char[][] grid) {
    if(i < 0 || i >= grid.length || j < 0 || j >= grid[0].length || grid[i][j] == '0') {
        return;
    }

    grid[i][j] = '0';

    for(int[]d : dir) {
        int ni = i + d[0];
        int nj = j + d[1];
        dfs(ni,nj,grid);
    }
}
```

$$d = 0, 1$$

$$1, 3$$

$$1 \text{ top}$$

$$(2, 3) = \text{vight}$$

$$2, 4$$

$$1 \text{ down}$$

$$3, 3$$

2,2

no- Whistinck

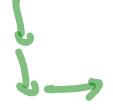
Sto: dazrzzz

40

1	0	0	1	71	1
1	1	0	0	ત	1
· ~1	0	7	لحرا	0	0
Ð	1	0	0	17	0
0	2	1	0	1	D
0	1	Ð	Ø	1	1

1-) Land
0-) water

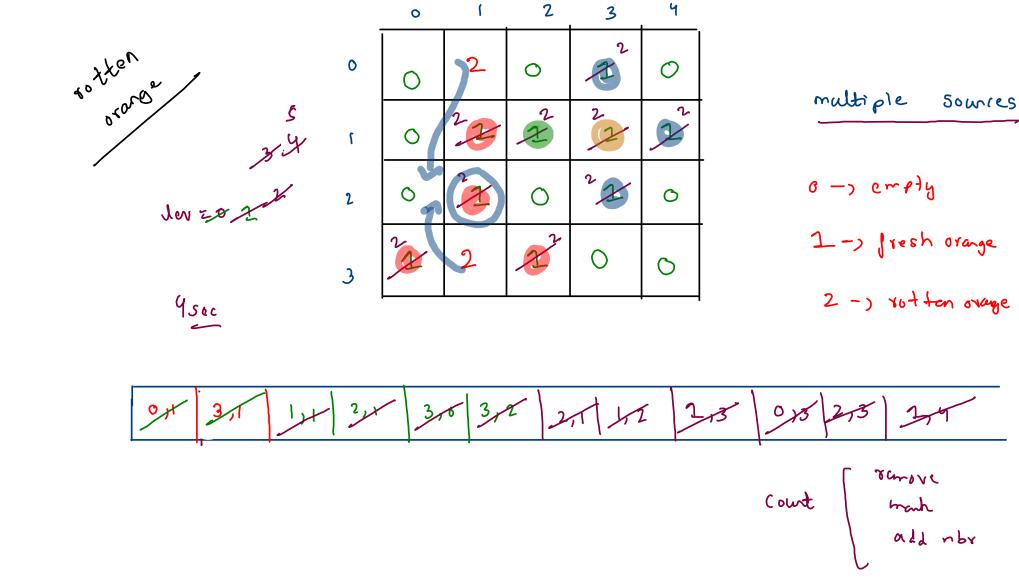
Sto = 2242222



81 = "hulo"; 82 = "hulo"; Stoins String now storng ("hello"), = 52 + "world") Stoly - immutable Mis equals POOL 54 2111 h e Holo 53 = 9K 61c 415 52 = 916 hjej ajalo lwoklad 51 = 41 916

(Areay list chas ?) String Builder 56 = new string Bulider ("hello"); 56. append ("word")) Sb. sctchanAt (7, 't') co. of

	0	1	2	3	4	5
0	0	0	0	11	0	0
(0	0	2	2	4	٥
2	2	0	54	0	1	D
3	2	A	0	7	Ò	0
Ч	0	0	1	4	0	D
5	1	1	0	0	0	1



```
while(q.size() > 0) {
   int count = q.size();
                                                                       if(fo == 0) {
   if(fo == 0) {
                                                                           return lev-1;
      return lev-1;
                                                                       else {
   while(count-- > 0) {
                                                                           return -1;
      //remove
      Pair rem = q.remove();
      if(lev != 0 && grid[rem.i][rem.j] == 2) {
       continue;
      if(grid[rem.i][rem.j] == 1) {
         fo--;
      grid[rem.i][rem.j] = 2;
                                                                                                                                                                 0
                                                                                                                                                                                                           0
      //add nbr
      int ri = rem.i;
      int rj = rem.j;
      if(ri - 1 >= 0 && grid[ri-1][rj] == 1) {
         q.add(new Pair(ri-1,rj));
      if(rj - 1 >= 0 && grid[ri][rj-1] == 1) {
          q.add(new Pair(ri,rj-1));
                                                                                                                                                                                                               2
                                                                                                                                                                              22
      if(ri + 1 < grid.length && grid[ri+1][rj] == 1) {
                                                                                                                                                     2
          q.add(new Pair(ri+1,rj));
      if(rj + 1 < grid[0].length && grid[ri][rj+1] == 1) {
                                                                                                                                                                                                            2
          q.add(new Pair(ri,rj+1));
                                                                                             action
                                                                                                                                                   3
                                                                                                                                                                                                                       0
   lev++;
                                                                                                                                                    4
                                                                                                                                                                                                                      2
```