Experiment -8

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Semester: 5th Date of Performance: 23/04/25

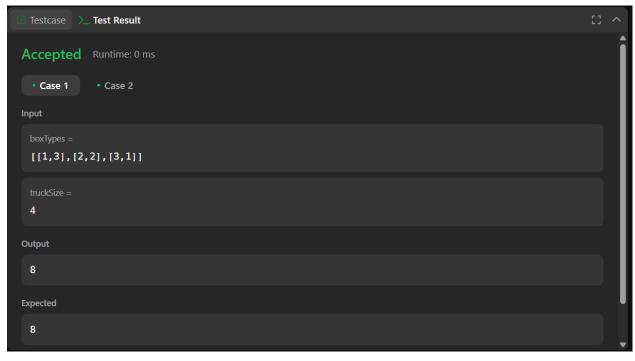
Subject Name: Advanced Programming Lab Subject Code: 22CSP-351

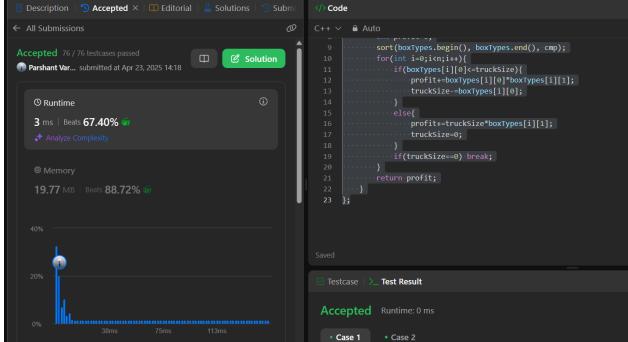
Ques1. Maximum Units on a Truck

You are assigned to put some amount of boxes onto one truck. You are given a 2D array boxTypes, where boxTypes[i] = [numberOfBoxesi, numberOfUnitsPerBoxi]: numberOfBoxesi is the number of boxes of type i.

numberOfUnitsPerBoxi is the number of units in each box of the type i.

```
class Solution
{ public:
    unordered_map<int, int> inorderMap;
int preorderIndex = 0;
    TreeNode* Helper(vector<int>& preorder, vector<int>& inorder, int left, int
right) {
                if (left > right) return NULL;
        int rootValue = preorder[preorderIndex++];
        TreeNode* root = new TreeNode(rootValue);
        int inorderIndex = inorderMap[rootValue];
         root->left = Helper(preorder, inorder, left, inorderIndex - 1);
root->right = Helper(preorder, inorder, inorderIndex + 1, right);
        return root;
    TreeNode* buildTree(vector<int>& preorder, vector<int>& inorder) {
for (int i = 0; i < inorder.size(); i++) {</pre>
inorderMap[inorder[i]] = i;
                 return Helper(preorder, inorder, 0,
inorder.size() - 1);
};
```





Ques2. Lowest Common Ancestor of a Binary Tree

Given a binary tree, find the lowest common ancestor (LCA) of two given nodes in the tree.

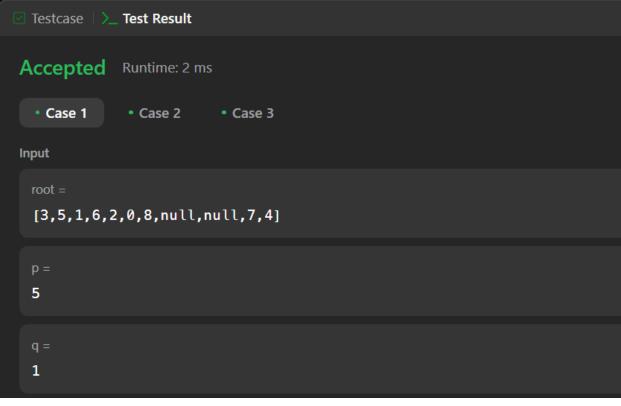
According to the <u>definition of LCA on Wikipedia</u>: "The lowest common ancestor is defined between two nodes and as the lowest node in that has both and as descendants (where we allow **a node to be a descendant of itself**)."

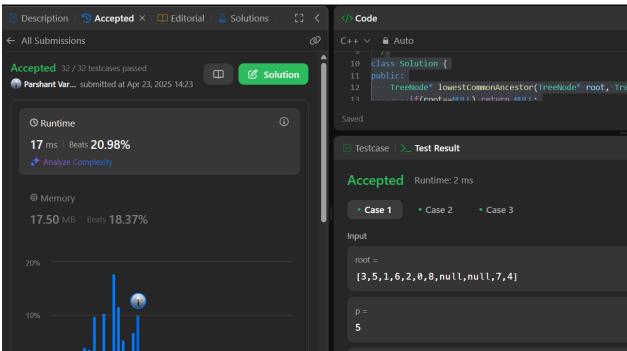
```
class Solution {
public:
    TreeNode* lowestCommonAncestor(TreeNode* root, TreeNode* p, TreeNode* q) {
        if(root==NULL) return NULL;
        if(root->val==p->val)return p;
        if(root->val==q->val)return q;

        TreeNode* left=lowestCommonAncestor(root->left,p,q);
        TreeNode* right=lowestCommonAncestor(root->right,p,q);

        if(left==NULL && right==NULL) return NULL;
        else if(left==NULL && right!=NULL) return right;
        else if(left!=NULL && right==NULL) return left;
        else return root;
    }
};
```

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Ques 3: Maximum Score From Removing Substrings

You are given a string s and two integers x and y. You can perform two types of operations any number of times.

- Remove substring "ab" and gain x points.
- For example, when removing "ab" from "cabxbae" it becomes "cxbae".
- Remove substring "ba" and gain y points.
- For example, when removing "ba" from "cabxbae" it becomes "cabxe".

Return the maximum points you can gain after applying the above operations on s.

CODE:

```
class Solution {
public:
    int removeSubstring(string& s, string sub, int score) {
    stack<char> st;
    int points = 0;
    for (char c : s) {
       if (!st.empty() && st.top() == sub[0] && c == sub[1]) {
           st.pop();
           points += score;
        } else {
           st.push(c);
    while (!st.empty()) {
       s += st.top();
        st.pop();
    reverse(s.begin(), s.end());
    return points;
int maximumGain(string s, int x, int y) {
    int totalPoints = 0;
    if (x > y) {
        totalPoints += removeSubstring(s, "ab", x);
        totalPoints += removeSubstring(s, "ba", y);
        totalPoints += removeSubstring(s, "ba", y);
```

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```
totalPoints += removeSubstring(s, "ab", x);
}
return totalPoints;
}
```

