## 452. Minimum Number of Arrows to Burst Balloons

Medium 🔗









Companies

There are some spherical balloons taped onto a flat wall that represents the XYplane. The balloons are represented as a 2D integer array points where points [i] =  $[x_{start}, x_{end}]$  denotes a balloon whose **horizontal diameter** stretches between  $x_{\text{start}}$  and  $x_{\text{end}}$ . You do not know the exact y-coordinates of the balloons.

Arrows can be shot up **directly vertically** (in the positive y-direction) from different points along the x-axis. A balloon with  $x_{start}$  and  $x_{end}$  is **burst** by an arrow shot at x if  $x_{start} \le x \le x_{end}$ . There is **no limit** to the number of arrows that can be shot. A shot arrow keeps traveling up infinitely, bursting any balloons in its path.

Given the array points, return the **minimum** number of arrows that must be shot to burst all balloons.

## Code

```
class Solution {
   func findMinArrowShots( intt: [[Int]]) -> Int {
       var arrows = 0
       var currentEnd = Int.min
       for point in points {
          if currentEnd < point[0] {</pre>
              arrows += 1
              currentEnd = point[1]
          }
       }
       return arrows
```

```
// let intervals = intt.sorted(by: {$0[0] < $1[0]})</pre>
   // print(intervals)
   // var res:[[Int]] = [intervals[0]]
   // for i in (1..<intervals.count) {</pre>
          let temp = res.last!
   //
   //
       if checkIfOverlap(temp,intervals[i]) {
    //
              let b = intervals[i]
   //
              let front = min(temp[0], b[0])
    //
              let back = min(temp[1], b[1])
    //
              res[res.count-1] = [front,back]
   //
              // res.append(intervals[i+1])
   // } else {
   //
             res.append(intervals[i])
   //
          }
   // }
   // print(res)
   // return res.count
    }
func checkIfOverlap(_ a:[Int], _ b:[Int]) -> Bool {
       let front = max(a[0],b[0])
       let back = min(a[1],b[1])
       return back-front >= 0 ? true : false
}
```