

DAY-35.

①. Trapping Rain Water.

Given non negative numbers integers representing an elevation map where the width of each bar is 1, compute how much water it is able to trap after raining.
Example :-

input: arr = [3, 0, 3]

Output = 3

the structure will look like -



Approach:-

pre compute the highest bar on the left and right of every bar in linear time.

Then, use these pre computed values to find the amount of water in every array element.

Algorithm:-

→ Create two lists -- left and right of size n.

→ update left[0] with arr[0] (a given array).

→ Run a loop from 0 to $n-1$ for indices of arr
 update $left[i]$ as $\max(left[i-1], arr[i])$
 → update $right[n-1]$ (n is the len of arr) with $arr[0]$
 → Run a loop from end to start.
 Update $right[i]$ as $\max(right[i+1], arr[i])$

→ Traverse the lists start to end.
 → The amount of water will be stored in i 's column is $\min(a, b) - arr[i]$ (where $a = left[i]$ and $b = right[i]$) add this value to total amount of water stored.

Implementation:-

```

def findWater(arr, n):
    left = [0] * n, right = [0] * n
    water = 0
    left[0] = arr[0]
    for i in range(1, n):
        left = max(left[i-1], arr[i])
    right[n-1] = arr[n-1]
    right[n-1] = arr[n-1]
    for i in range(n-2, -1, -1):
        right[i] = max(right[i+1], arr[i])

    for i in range(0, n):
        water += min(left[i], right[i]) - arr[i]

    return water
  
```



②. Largest Sum Contiguous Subarray

Kadane's Algorithm:-

Initialize !

max-so-far = 0

max-ending-here = 0

Loop for each element of array

→ max-ending-here += a[i]

→ if (max-so-far < max-ending-here)

max-so-far = max-ending-here

→ if (max-ending-here < 0)

max-ending-here = 0

return max-so-far

Implementation:-

```
def maxSubArraySum(arr):
```

```
    maxres = 0
```

```
    maxnow = 0
```

```
    for i in arr:
```

```
        maxnow += i
```

```
        if maxnow > maxres:
```

```
            maxres = maxnow
```

```
        if maxnow < 0:
```

```
            maxnow = 0
```

```
    return maxres
```