🖥 Description	△ Solution	💬 Discuss (999+)	🕐 Submissions		*i* C++ ▾	Autocomplete *i* {} ↺

Success   Details ›

Runtime: **16 ms**, faster than **53.01%** of C++ online submissions for Asteroid Collision.

Memory Usage: **17.4 MB**, less than **92.47%** of C++ online submissions for Asteroid Collision.

Next challenges:

(Can Place Flowers)

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Time Submitted	Status	Runtime	Memory	Language
11/29/2021 01:58	Accepted	16 ms	17.4 MB	cpp
11/18/2021 15:40	Accepted	16 ms	17.3 MB	cpp

```cpp
class Solution {
public:
    vector<int> asteroidCollision(vector<int>& asteroids) {

        if (asteroids.size() == 0 || asteroids.size() == 1)
            return asteroids;

        vector<int> resultado;
        for(int i=0; i<asteroids.size(); i++){

            if(resultado.empty())
                resultado.push_back(asteroids[i]);
            else{
                if(resultado.back() < 0 || asteroids[i] > 0)

                    resultado.push_back(asteroids[i]);
                else
                if(resultado.back()+asteroids[i] < 0){

                    resultado.erase(resultado.end()-1);
                    i--;
                }
                else
                if(resultado.back()+asteroids[i]==0)

                    resultado.erase(resultado.end()-1);
                }

            }

        return resultado;
    }
};
```

Your previous code was restored from your local storage.   Rese