

Success

Details >

Runtime: 8 ms, faster than 60.29% of C++ online submissions for Dungeon Game.

Memory Usage: 8.9 MB, less than 70.00% of C++ online submissions for Dungeon Game.

Next challenges:

- Minimum Path Sum
- Cherry Pickup

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Time Submitted	Status	Runtime	Memory	Language
11/29/2021 08:58	Accepted	8 ms	8.9 MB	cpp

```
1 class Solution {
2 public:
3     int
4     calculateMinimumHP(vector<vector<int>>
5     & dungeon) {
6         int m = dungeon.size();
7         int n = dungeon[0].size();
8         vector<vector<int>> dp(m,
9         vector<int>(n, 0));
10        dp[m - 1][n - 1] = max(1, 1 -
11        dungeon[m - 1][n - 1]);
12        for (int i = n - 2; i >= 0; i--) {
13            dp[m - 1][i] = max(1, dp[m - 1]
14            [i + 1] - dungeon[m - 1][i]);
15        }
16        for (int j = m - 2; j >= 0; j--) {
17            dp[j][n - 1] = max(1, dp[j + 1]
18            [n - 1] - dungeon[j][n - 1]);
19        }
20        for (int i = m - 2; i >= 0; i--) {
21            for (int j = n - 2; j >= 0; j--)
22            {
23                dp[i][j] = max(1, min(dp[i +
24                1][j], dp[i][j + 1]) - dungeon[i][j]);
25            }
26        }
27        return dp[0][0];
28    }
29 }
```