



# Binary Search Playlist

Video - 25 ←



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Weekly Contest 376

Q<sup>u</sup>4.

Leetcode  
- 2968

Hard

## Apply Operations

## to Maximize Frequency Score

2968. Apply Operations to Maximize Frequency Score

Hard

135

3



Companies

You are given a **0-indexed** integer array `nums` and an integer `k`.

You can perform the following operation on the array **at most** `k` times:

- Choose any index `i` from the array and **increase** or **decrease** `nums[i]` by 1.

The score of the final array is the **frequency** of the most frequent element in the array.

Return the **maximum** score you can achieve.

The frequency of an element is the number of occurrences of that element in the array.

Example :-  $nums = \{1, 2, 6, 4\}$  ,  $K = 3$   
output = 3

$\{2, 2, 6, 3\}$

$\{2, 2, 6, 2\}$

$2 \rightarrow 3$   
 $6 \rightarrow 1$

:- Few important Observations

- The target element will be among the one in the array — For minimum operations.

$\{1, 2, 6, 4\}$  ,  $K=3$

op<sub>pos</sub>    1    0    4    2  
 op<sub>pos</sub>    2    1            3

② Sorting { 1, 8, 7, 5, 2, 6, 3 }, K=5

Sorting { 1, 2, 3, 5, 6, 7, 8 }

① Sorting

② adjacent (closest) elements.

↳ Mini op<sub>pos</sub>

Brute Force :-

{ 1, 2, 6, 4 }, K = 1

sorted { 1, 2, 4, 6 }  
 ↓                      ↓                      ↓

①, 2,  
4, ⑥

{ 1, 2, 6, 6 }

score = ~~7~~ 3

$O(N \times N)$



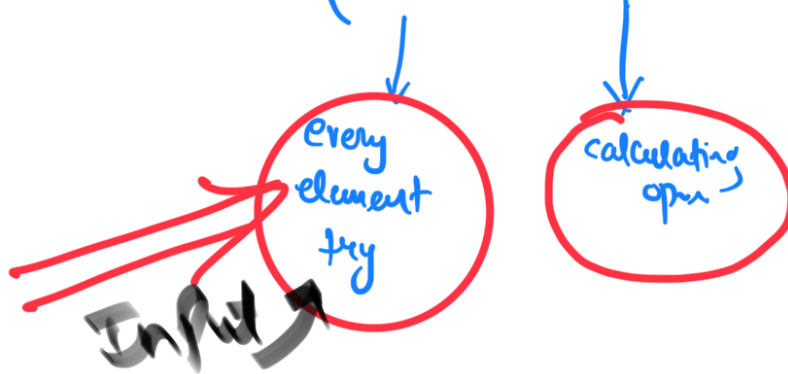
T.L.E.

Most Important Part of

this video



$O(N * N) \rightarrow TLE$



“ Binary Search on the answer ”

Score  $\rightarrow$  max. freq. of an element

$$\frac{\text{min-score} = 1}{1} = \frac{1}{1}, \frac{\text{max-score} = 4}{4} = 4$$

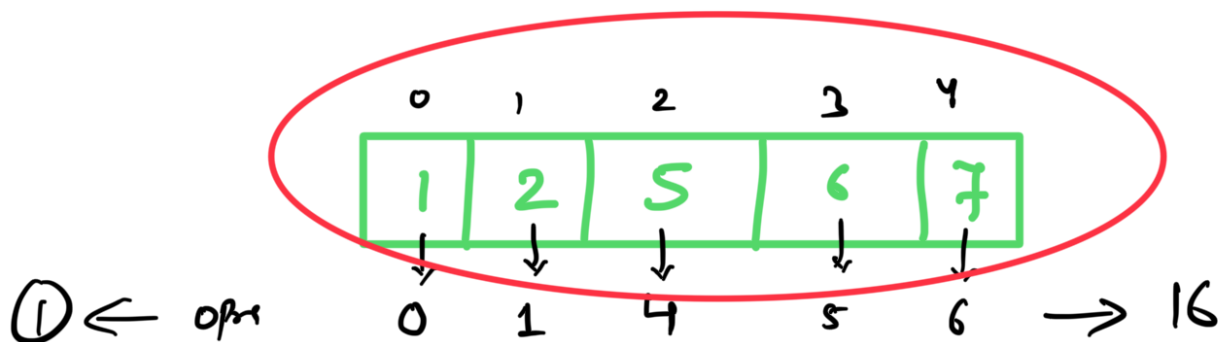
$$\text{mid-score} = (\text{min-score} + \text{max-score}) / 2 ; \rightarrow (1 + 4) / 2 = 2.5$$

K=3

0	1	2	3
1	2	4	6
1	0	2	4

result = 3

Which element will be target ??



⑤ ← ops.      4    3    0            1    2            → 10

⇒ what did we understand???

(•) Binary Search on answer.

(•) Sort the array.

(•) min\_score = 1 , max\_score = n

```
while (min_score <= max_score) {  
    mid_score = (min_score + max_score) / 2 ;  
    if (possible (mid_score, K)) {  
        answer = mid_score;  
        min_score = mid_score + 1;  
    } else {  
        max_score = mid_score - 1;  
    }  
}
```

return answer;

# Possible (mid-score, K) ;

"We have to check if it's possible to  
get score = mid-score in nums array"

3

K = x

i 0	1	j 2	3	4
4	6	5	7	8