## **ASSIGNMENT 3**

1)

# CODE:

```
PlassionMENT3c

| Minclude <stdio.h>
| Implication | Static int reverse(int num) {
| Static int revNum = 0;
| Int rewerse(int num) {
| Static int revNum = 0;
| Int rewerse(int num) {
| Int re
```

```
Enter a number: 3467
The reverse of 3467 is: 7643

Process exited after 10.71 seconds with return value 0
Press any key to continue . . .
```

### CODE:

```
[*] ASSIGNMENT 3.c
                         void leftShift(char* s, int amount) {
  int len = strlen(s);
  amount = amount % len;
  char temp[amount + 1];
  strncpy(temp, s, amount);
  temp[amount] = '\0';
  strcpy(s, s + amount);
  strcat(s, temp);
}
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                      void rightShift(char* s, int amount) {
    int len = strlen(s);
    amount = amount % len;
    char temp[len - amount + 1];
    strncpy(temp, s + len - amount, amount);
    temp[amount] = '\0';
    strcpy(s + len - amount, s);
    strncpy(s, temp, amount);
    s[amount] = '\0';
    strcat(s, s + amount);
}
 11 13 14 15 16 17 18 19 20 21 22
     [*] ASSIGNMENT 3.c
```

```
}
int main() {
    char s[] = "abc";
    int shift[][2] = {{0, 1}, {1, 2}};
    int shiftSize = sizeof(shift) / sizeof(shift[0]);
    int shiftColSize = sizeof(shift[0]) / sizeof(shift[0][0]);
    printf("Output: %s\n", stringShift(s, (int**)shift, shiftSize, &shiftColSize));
    char s2[] = "abcdefg";
    int shift2[][2] = {{1, 1}, {1, 1}, {0, 2}, {1, 3}};
    int shift2[][2] = {{1, 1}, {1, 1}, {0, 2}, {1, 3}};
    int shiftColSize2 = sizeof(shift2) / sizeof(shift2[0]);
    int shiftColSize2 = sizeof(shift2[0]) / sizeof(shift2[0][0]);
    printf("Output: %s\n", stringShift(s2, (int**)shift2, shiftSize2, &shiftColSize2));
    return 0;
}
```

```
C:\Users\selco\OneDrive\Doc X
Process exited after 12.58 seconds with return value 3221225477
Press any key to continue . . .
```

# 3)

```
[*] ASSIGNMENT 3.c
 typedef struct {
   int** matrix;
   int rows;
   int cols;
} BinaryMatrix;

return binaryMatrix* binaryMatrix, int row, int col) {
   return binaryMatrix* binaryMatrix) {
   int* dimensions(BinaryMatrix* binaryMatrix) {
    static int dims[2];
   dims[0] = binaryMatrix->rows;
   dims[1] = binaryMatrix->cols;
   return dims;
}
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                   int leftMostColumnWithOne(BinaryMatrix* binaryMatrix) {
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                              int rows = binaryMatrix->rows;
int cols = binaryMatrix->cols;
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                              int low = 0;
int high = cols - 1;
                             while (low <= high) {
   int mid = low + (h
s 🛍 Compile Log 🤣 Debug 🗓 Find Results 🐐 Close
                                          int i;
for (i = 0; i < rows; i++) {
    if (get(binaryMatrix, i, mid) == 1) {
        hasOne = 1;
}</pre>
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                                          if (hasOne) {
    high = mid - 1;
} else {
    low = mid + 1;
                             }
int i;
for ( i = 0; i < rows; i++) {
    if (get(binaryMatrix, i, low) == 1) {
        return low;
}</pre>
           for (1 = 0; 1 < rows; 1++) {
    if (get(binaryMatrix, i, low) == 1) {
        return low;
    }

43     }

44     }

45     return -1;

46    }

47     int main() {
    int matrix[][5] = {{0, 0, 0, 1, 1}, {0, 0, 1, 1, 1}, {0, 0, 0, 0}, {0, 1, 1, 1, 1}, {0, 0, 0, 1, 1}};
    BinaryMatrix binaryMatrix;
    binaryMatrix.matrix = (int*)matrix;
    binaryMatrix.rows = sizeof(matrix) / sizeof(matrix[0]);
    binaryMatrix.cols = sizeof(matrix[0]) / sizeof(matrix[0][0]);
    printf("Output: %d\n", leftMostColumnWithOne(%binaryMatrix));
    return 0;
}</pre>
```

```
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```

4)

# CODE:

```
int val;
struct Node* next;
struct Node* prev;
7 8 } Node;
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10 ■ typedef struct {
11    Node* head;
Node* tail;
12    count[10]
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             int count[1001]; // assuming the maximum value is 1000
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20
            int i;
for (i = 0; i < numsSize; i++) {
   fu->count[nums[i]]++;
   Node* node = (Node*)mallor(si
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- C Compiler: C:\Program Files (x86)\Dev-Cpp\MinGW64\bin\gcc.exe
 ASSIGNMENT 3.c
                 if (fu->count[node->val] =
    return node->val;
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                 node = node->next;
        coid firstUniqueAdd(FirstUnique* fu, int value) {
   fu->count[value]++;
   Node* node = (Node*)malloc(sizeof(Node));
   node->val = value;
   node->next = NULL;
   node->prev = fu->tail;
           if (fu->head == NULL) {
   fu->head = node;
            } else {
fu->tail->next = node;
            fu->tail = node;
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```



```
ASSIGNMENT 3.c
    2
3 #include <a transport
4
5 ■ typedef struct TreeNode {
   int val;
}
                int val;
struct TreeNode* left;
struct TreeNode* right;
TreeNode;
  if (root->left == NULL && root->right == NULL) {
  int len = strlen(path);
  int i;
  for (i = 0 · i < arrSize: i++) {</pre>
                           nt len = strlen(path);
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                        int len = Streen,
int i;
for (i = 0; i < arrSize; i++) {
   char str[100];
   sprintf(str, "%d", arr[i]);
   if (strncmp(path, str, strlen(str)) != 0) {
        return 0;
   }
}</pre>
                               }
path += strlen(str);
                 int res = 0;
if (root->left != NULL) {
    res |= isValidSequence(root->left, arr, arrSize, path, pathLen);
                  }
if (root->right != NULL) {
    res |= isValidSequence(root->right, arr, arrSize, path, pathLen);
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                path[pathLen - strlen(str)] = '\0';
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ASSIGNMENT 3.c
42
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44
                 path[pathLen - strlen(str)] = '\0';
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49
 TreeNode* root = (TreeNode*)malloc(sizeof(TreeNode));
root->left = (TreeNode*)malloc(sizeof(TreeNode));
root->left = (TreeNode*)malloc(sizeof(TreeNode));
root->right = (TreeNode*)malloc(sizeof(TreeNode));
root->left->left = (TreeNode*)malloc(sizeof(TreeNode));
root->left->left->val = 8;
root->left->right = (TreeNode*)malloc(sizeof(TreeNode));
root->left->right->val = 1;
root->right->left = (TreeNode*)malloc(sizeof(TreeNode));
root->right->left = (TreeNode*)malloc(sizeof(TreeNode));
root->right->left=>val = 8;
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```

```
root->left->right = (TreeNode*)malloc(sizeof(TreeNode));
root->left->right->val = 1;
root->right->left = (TreeNode*)malloc(sizeof(TreeNode));
root->right->left = (TreeNode*)malloc(sizeof(TreeNode));
root->right->right->val = 0;
root->right->right->val = 1;
root->left->left->left = NULL;
root->left->left->right = NULL;
root->left->right->left = NULL;
root->left->right->right = NULL;
root->left->right->right = NULL;
root->right->left = NULL;
root->right->right = NULL;
root->right->right = NULL;
root->right->right->right = NULL;
root->right->right = NULL;
```

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6)

```
[*] ASSIGNMENT 3.c
#include <stdio.h>
#include <stdib.h>

#include <stdib.h>

int* kidsWithCandies(int* candies, int candiesSize, int extraCandies, int* returnSize) {

int maxCandies = 0;

for (int i = 0; i < candiesSize; i++) {

    if (candies[i] > maxCandies) {

    maxCandies = candies[i];

    }

int* result = (int*)malloc(candiesSize * sizeof(int));

for (int i = 0; i < candiesSize; i++) {

    result[i] = (candies[i] + extraCandies) >= maxCandies;
}

*returnSize = candiesSize;
return result;
}
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            int main() {
   int candies[] = {2, 3, 5, 1, 3};
   int candiesSize = sizeof(candies) / sizeof(candies[0]);
                     int extraCandies = 3;
                     int returnSize;
int* result = kidsWithCandies(candies, candiesSize, extraCandies, &returnSize);
for (int i = 0: i < returnSize: i++) {</pre>
    OUTPUT:
```

```
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1 1 1 0 1
Process exited after 2.068 seconds with return value 0
Press any key to continue . . .
```

```
ASSIGNMENT 3 c
                     3 #include <string.h/
4 int maximumGap(int num) {</pre>
                                                                              maximumGap(int num) {
  char str[10];
  sprintf(str, "%d", num);
  int len = strlen(str);
  int maxDiff = 0;
  int i;
  for (i = 0; i < 10; i++) {
    int j;
    for (j = 0; j < 10; j++) {
      char temp[10];
      strcpy(temp, str);
      int k;
      for (k = 0; k < len; k++) {
        if (temp[k] - '0' == i) {
            temp[k] = j + '0';
      }
}</pre>
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                                                                                                                                                 }
if (temp[0]!= '0' || len == 1) {
    int a = atoi(temp);
    strony(temn str):
| Strcny(femn str):
| Strc
           ASSIGNMEN I 3.c
                                                                                                                                                                  }
if (temp[@]!= '0' || len == 1) {
   int b = atoi(temp);
   maxDiff = maxDiff > abs(a - b)? maxDiff : abs(a - b);
        return maxDiff;
                                                                                int num = 555;
printf("Output: %d\n", maximumGap(num)); // return 888 - 99 = 789
return 0;
```

```
[*] ASSIGNMENT 3.c
           #include <string.h>
int canBreak(char* s1, char* s2, int n) {
   int count[26] = {0};
   for (int i = 0; i < n; i++) {
      count[s1[i] - 'a']++;
      count[s2[i] - 'a']--;
}</pre>
                     for (int i = 0; i < 26; i++) {
   if (count[i] > 0) return 0;
 }
int main() {
    char s1[] = "abc";
    char s2[] = "xya";
    int n = strlen(s1);
    if (canBreak(s1, s2, n) || canBreak(s2, s1, n)) {
        printf("True\n");
    } else {
        printf("False\n");
    }
                        int n = strien(s1);
if (canBreak(s1, s2, n) || canBreak(s2, s1, n)) {
    printf("True\n");
} else {
    printf("False\n");
      19 20
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                         return 0;
urces 🛍 Compile Log 🤣 Debug 🗓 Find Results 🍇 Close
OUTPUT:
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  Process exited after 2.074 seconds with return value 0 Press any key to continue . . . \mid
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[*] ASSIGNMENT 3.c
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#### [\*] ASSIGNMENT 3.c

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Output: 0

Process exited after 2.06 seconds with return value 0

Press any key to continue . . .
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1 3 2
------
Process exited after 2.048 seconds with return value θ
Press any key to continue . . .
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