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LEETCODE

Time Submitted	Question	Status	Runtime	Language
4 days, 4 hours ago	Water and Jug Problem	Accepted	0 ms	С
4 days, 4 hours ago	Water and Jug Problem	Wrong Answer	N/A	java
4 days, 4 hours ago	Coin Change	Accepted	24 ms	java
4 days, 4 hours ago	Coin Change	Wrong Answer	N/A	java
4 days, 4 hours ago	Sum Root to Leaf Numbers	Accepted	0 ms	java
4 days, 4 hours ago	Path Sum	Accepted	0 ms	java
4 days, 4 hours ago	Path Sum	Accepted	1 ms	java
4 days, 4 hours ago	Path Sum	Accepted	1 ms	java
4 days, 5 hours ago	Maximum Depth of Binary Tree	Accepted	44 ms	python
4 days, 5 hours ago	Maximum Depth of Binary Tree	Accepted	55 ms	python
4 days, 5 hours ago	Maximum Depth of Binary Tree	Runtime Error	N/A	python3

Water and jug problem: class Solution(object): def maxDepth(self, root): return 1 + max(self.maxDepth(root.left), self.maxDepth(root.right)) if root else 0 coin change: class Solution { public int coinChange(int[] coins, int amount) { int max = amount + 1; int[] dp = new int[amount + 1]; Arrays.fill(dp, max); dp[0] = 0;for (int i = 1; i <= amount ; i++) { for (int j = 0; j < coins.length; <math>j++) { if (coins[j] <= i) { dp[i] = Math.min(dp[i], 1 + dp[i - coins[j]]); }

```
}
    }
    return dp[amount] > amount ? -1 : dp[amount];
  }
}
Sum root to leaf numbers:
class Solution {
  private int res;
  public int sumNumbers(TreeNode root) {
    help(root, 0);
    return res;
  }
  private void help(TreeNode node, int num) {
    if (node == null) {
      return;
    }
    num = num * 10 + node.val;
    if (node.left == null && node.right == null) {
      res += num;
    }
    help(node.left, num);
    help(node.right, num);
  }
}
Path sum:
class Solution {
```

```
public boolean hasPathSum(TreeNode root, int sum) {
    if(root == null) return false;
    if(root.left == null && root.right == null){
        return root.val == sum;
    }
    return hasPathSum(root.left, sum-root.val) || hasPathSum(root.right, sum-root.val);
}
```

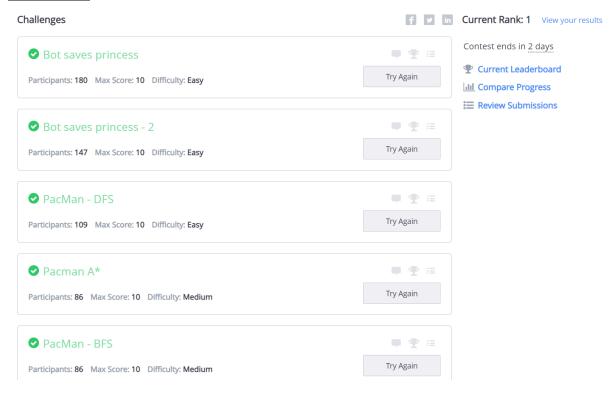
Maximum depth of binary tree:

class Solution(object):

def maxDepth(self, root):

return 1 + max(self.maxDepth(root.left), self.maxDepth(root.right)) if root else 0

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Bot saves princess:

#include <stdio.h>

#include <string.h>

```
void displayPathtoPrincess(int n, char grid[n][n]){
 int i, j, up, left;
 short prince[2], princess[2];
 for(i = 0; i < n; ++i) {
  for(j = 0; j < n; ++j) {
   if (grid[i][j] == 'm') {
     prince[0] = i;
     prince[1] = j;
   }
   if (grid[i][j] == 'p') {
     princess[0] = i;
     princess[1] = j;
   }
  }
 }
 if ((up = princess[0] - prince[0]) < 0) {
  for(; up < 0; ++up)
   printf("UP\n");
 } else {
  for(; up > 0; --up)
   printf("DOWN\n");
 }
 if ((left = princess[1] - prince[1]) < 0) {
  for(; left < 0; ++left)
   printf("LEFT\n");
 } else {
  for(; left > 0; --left)
   printf("RIGHT\n");
```

```
}
}
int main() {
 int m;
 scanf("%d", &m);
 char grid[m][m];
 char line[m];
 for(int i=0; i<m; i++) {
  scanf("%s", line);
  strncpy(grid[i], line, m);
 }
 displayPathtoPrincess(m, grid);
 return 0;
}
Bot saves princess-2:
import java.io.*;
import java.util.*;
import java.text.*;
import java.math.*;
import java.util.regex.*;
public class Solution {
public static void main(String[] args) {
    int [][] a = new int[2][2];
  Scanner sc = new Scanner(System.in);
      int n;
    n = sc.nextInt();
      a[0][0]=sc.nextInt();
      a[0][1]=sc.nextInt();
```

```
for(int i =0;i<n;i++){
  String S = sc.next();
for(int j = 0; j < n; j++){
  int c = (int)S.charAt(j);
  if(c==109)
   {
     a[0][0]=i;
     a[0][1]=j;
   }
   if(c==112)
   {
     a[1][0]=i;
     a[1][1]=j;
  }
}
}
  int mI = a[0][0];
   int mJ = a[0][1];
   int pI = a[1][0];
   int pJ = a[1][1];
   int dif =(mI -pI);
   boolean printS= true;
if(dif>0 && printS)
{
  System.out.println("UP");
  printS= false;
if(dif<0&& printS)
  System.out.println("DOWN");
```

```
printS= false;
    }
    dif = (mJ - pJ);
    if(dif>0&& printS){
      System.out.println("LEFT");
       printS= false;
         }
    if(dif<0&& printS){
       System.out.println("RIGHT");
         }
    }
}
PacMan-DFS:
import copy
pacman_x, pacman_y = list(map(int, input().split()))
food_x, food_y = list(map(int, input().split()))
n, m = list(map(int, input().split()))
grid = []
node_expanded = []
stack = []
answer_routes = None
for i in range(0, n):
  grid.append(list(map(str, input())))
directions = [[-1, 0], [0, -1], [0, 1], [1, 0]]
stack.append([pacman_x, pacman_y, []])
while len(stack) > 0:
  x, y, r = stack.pop()
```

```
routes = copy.deepcopy(r)
  routes.append([x, y])
  node_expanded.append([x, y])
  if x == food_x and y == food_y:
    if answer_routes == None:
      answer_routes = routes
      break
  for direction in directions:
    next_x, next_y = x + direction[0], y + direction[1]
    if next_x < 0 or next_x >= n or next_y < 0 and next_y >= n:
      continue
    if grid[next_x][next_y] == "-" or grid[next_x][next_y] == ".":
      grid[next_x][next_y] = '='
      stack.append([next_x, next_y, routes])
print(str(len(node_expanded)))
for point in node_expanded:
  print(str(point[0]) + " " + str(point[1]))
print(str(len(answer_routes) - 1))
for point in answer_routes:
  print(str(point[0]) + " " + str(point[1]))
PacMan A*:
import copy
pacman_x, pacman_y = list(map(int, input().split()))
food_x, food_y = list(map(int, input().split()))
```

```
n, m = list(map(int, input().split()))
grid = []
queue = []
answer_routes = None
for i in range(0, n):
  grid.append(list(map(str, input())))
directions = [[-1, 0], [0, -1], [0, 1], [1, 0]]
queue.append([pacman_x, pacman_y, [], 0])
while len(queue) > 0:
  x, y, r, score = queue.pop(0)
  routes = copy.deepcopy(r)
  routes.append([x, y])
  if x == food_x and y == food_y:
    if answer_routes == None:
       answer_routes = routes
       break
  possible_moves = []
  for direction in directions:
    next_x, next_y = x + direction[0], y + direction[1]
    if next_x < 0 or next_x >= n or next_y < 0 and next_y >= n:
      continue
    if grid[next_x][next_y] == "-" or grid[next_x][next_y] == ".":
       grid[next_x][next_y] = '='
       possible_moves.append([next_x, next_y, score + abs(food_x - next_x) + abs(food_y - next_y)])
  possible_moves.sort(key = lambda x: x[2])
  for move in possible_moves:
    queue.append([move[0], move[1], routes, score])
print(str(len(answer_routes) - 1))
for point in answer_routes:
  print(str(point[0]) + " " + str(point[1]))
```

```
PacMan-BFS:
import copy
pacman_x, pacman_y = list(map(int, input().split()))
food_x, food_y = list(map(int, input().split()))
n, m = list(map(int, input().split()))
grid = []
node_expanded = []
queue = []
answer_routes = None
for i in range(0, n):
  grid.append(list(map(str, input())))
directions = [[-1, 0], [0, -1], [0, 1], [1, 0]]
queue.append([pacman_x, pacman_y, []])
while len(queue) > 0:
  x, y, r = queue.pop(0)
  routes = copy.deepcopy(r)
  routes.append([x, y])
  node_expanded.append([x, y])
  if x == food_x and y == food_y:
    if answer_routes == None:
      answer_routes = routes
      break
  for direction in directions:
    next_x, next_y = x + direction[0], y + direction[1]
    if next_x < 0 or next_x >= n or next_y < 0 and next_y >= n:
```

```
continue

if grid[next_x][next_y] == "-" or grid[next_x][next_y] == ".":

    grid[next_x][next_y] = '='

    queue.append([next_x, next_y, routes])

print(str(len(node_expanded)))

for point in node_expanded:
    print(str(point[0]) + " " + str(point[1]))

print(str(len(answer_routes) - 1))

for point in answer_routes:
    print(str(point[0]) + " " + str(point[1]))
```

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