EASY:

1. Reverse K elements of a queue.

```
void solve(queue<int> &q,int i,int n)
  if(i==n)
  return;
  int val=q.front();
  q.pop();
  j++;
  solve(q,i,n);
  q.push(val);
}
queue<int> modifyQueue(queue<int> q, int k)
  solve(q,0,k);
  int n=q.size()-k;
  while(n--)
     int val=q.front();
     q.pop();
     q.push(val);
  return q;
  // add code here.
}
```

2. First Circular Tour that visits all petrol pumps

```
class Solution{
  public:
  int tour(petrolPump p[],int n)
  {
    int currsum=0;
    int totalsum=0;
    int pos=-1;
    for(int i=0;i<n;i++)
    {
        currsum=currsum+p[i].petrol-p[i].distance;
        totalsum=totalsum+p[i].petrol-p[i].distance;
        if(currsum<0)
        {
        }
    }
}</pre>
```

```
currsum=0;
        pos=i;
      }
    if(totalsum<0)
    return -1;
    else
   return (pos+1)%n;
  }
};
MEDIUM:
1. LRU Cache
class LRUCache
  private:
  public:
  unordered_map<int,int>mp;
  unordered_map<int,int>priority;
  queue<int>q;
  int length;
  void add_queue(int key)
    q.push(key);
    priority[key]++;
  LRUCache(int cap)
  {
    length=cap;
  int get(int key)
    auto it=mp.find(key);
    if(it==mp.end())
    return -1;
    add_queue(key);
    return it->second;
  }
  void set(int key, int value)
```

if(mp.size()<length)</pre>

{

```
mp[key]=value;
        add_queue(key);
        return;
     auto it=mp.find(key);
     if(it!=mp.end())
       it->second=value;
       add_queue(key);
       return;
     while(true)
       int cur=q.front();
       q.pop();
       priority[cur]--;
       if(priority[cur]==0)
          mp.erase(cur);
          break;
       }
     mp[key]=value;
    add_queue(key);
  }
};
2. Rotten Oranges
class Solution {
public:
  int orangesRotting(vector<vector<int>>& grid)
  {
    int p=0;
     int count=0;
     int time=0;
     int n=grid.size();
     int m=grid[0].size();
     queue<pair<int,int>>q;
    for(int i=0;i<n;i++)
     {
       for(int j=0;j<m;j++)
```

{

```
if(grid[i][j]==2)
          q.push({i,j});
          if(grid[i][j]!=0)
          p++;
       }
     }
     int arr_x[4]={0,0,1,-1};
     int arr_y[4]={1,-1,0,0};
     while(!q.empty())
     {
       int s=q.size();
       count+=s;
       while(s--)
          int x=q.front().first;
          int y=q.front().second;
          q.pop();
          for(int i=0;i<4;i++)
            int next_x=x+arr_x[i];
            int next_y=y+arr_y[i];
            if(next_x<0 || next_y<0 || next_x>=n || next_y>=m || grid[next_x][next_y]!=1)
            continue;
            grid[next_x][next_y]=2;
            q.push({next_x,next_y});
         }
       if(!q.empty())
       time+=1;
     }
     if(count==p)
     return time;
     return -1;
  }
};
```

HARD:

1. Trapping Rain Water

```
class Solution {
public:
  int trap(vector<int>& height)
```

```
int n=height.size();
     vector<int>pre(n);
     vector<int>post(n);
     pre[0]=height[0];
     for(int i=1;i<n;i++)
     pre[i]=max(pre[i-1],height[i]);
     post[n-1]=height[n-1];
     for(int i=n-2;i>=0;i--)
     post[i]=max(post[i+1],height[i]);
     long long int sum=0;
     for(int i=0;i<n;i++)
     sum+=(min(pre[i],post[i])-height[i]);
     return sum;
  }
};
2. Sliding window maximum
class Solution {
public:
  priority_queue<pair<int,int>>, vector<pair<int,int>>, greater<pair<int,int>> > st;
  int b=0;
  int maxx=INT_MIN;
  vector<int>ans;
  vector<int> maxSlidingWindow(vector<int>& nums, int k)
     int n=nums.size();
    for(int i=0;i<min(k,n);i++)</pre>
      if(maxx<nums[i])</pre>
         maxx=nums[i];
         b=i;
      }
    st.push({maxx,b});
    ans.push_back(maxx);
    for(int i=k;i<n;i++)</pre>
```

{

```
if(nums[i]>st.top().first)
 {
    while(!st.empty())
      st.pop();
    st.push({nums[i],i});
    ans.push_back(nums[i]);
 }
 else if(i-st.top().second<k)</pre>
    ans.push_back(st.top().first);
 else
    int maxx=INT_MIN;
    while(!st.empty())
    {
      st.pop();
    for(int j=i-k+1;j<=i;j++)
      st.push({nums[j],j});
      if(maxx<nums[j])</pre>
         maxx=nums[j];
         b=j;
      }
    }
    ans.push_back(maxx);
    st.push({maxx,b});
 }
return ans;
```

};