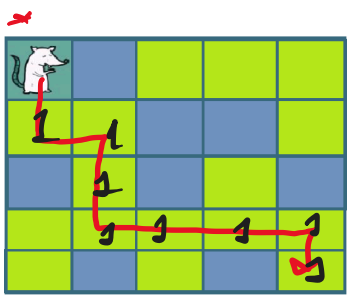


## \* Rat In A Maze Problem :->



origin (0,0)  
 $n \times n \rightarrow 5 \times 5$   
 dest<sup>n</sup>  $\rightarrow (n-1, n-1)$   
 $\rightarrow$  walls can't touch  
 $\rightarrow$  safe

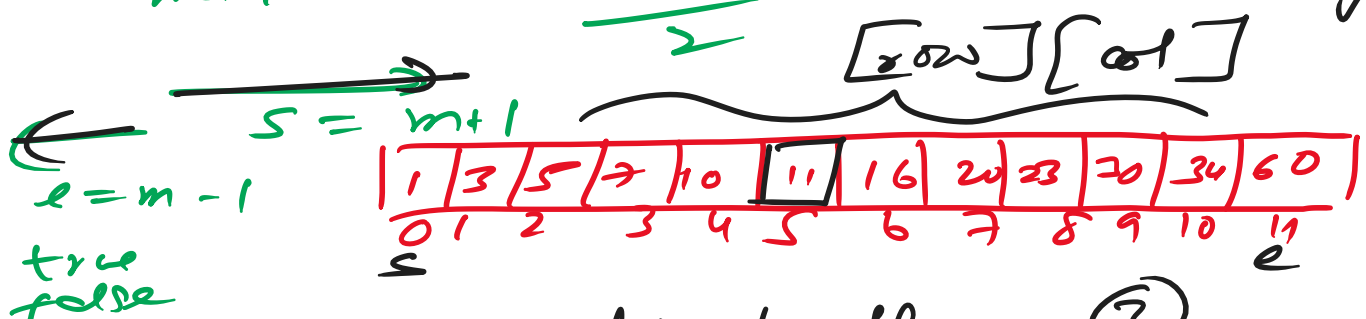
forward  $\rightarrow (x+1, y)$  ✓  
 downward  $\rightarrow (x, y+1)$  ✓  
current  $\rightarrow (x, y) \rightarrow 0$

1D  $m \times n$  3x4 Matrix

1, 3, 5, 7
10, 11, 16, 20
23, 30, 34, 60

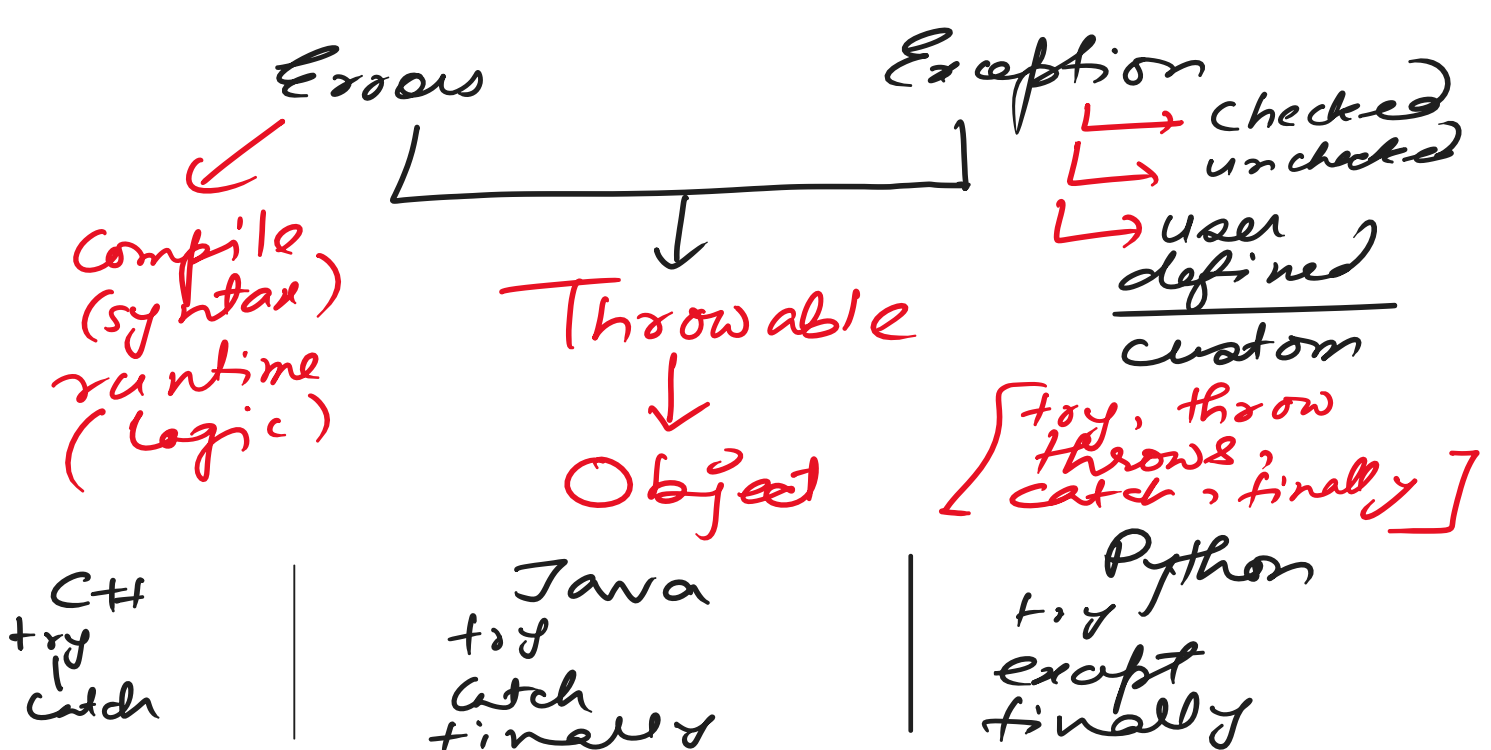
$\rightarrow$  boolean

Normally binary search is applied to a 1D array  $\rightarrow$   
 $mid = \frac{st + (e-1)}{2}$  if  $arr[mid] == key$



row = matrix.length = 3  
 col = matrix[0].length = 4  
 int s = 0;  
 int e = rxc - 1 = 3\*4 - 1 = 11

1PU if matrix  $\begin{bmatrix} \text{---} \end{bmatrix} \begin{bmatrix} \text{---} \end{bmatrix} == key$   
 2PU  $(mid/col) (mid/col)$



\* Can we have a try block without catch or finally?

(No)  $\Rightarrow$  Yes

Restrictor  $\rightarrow$  1.6  $\rightarrow$  static block  
 $\sim$  ClassName();  $\rightarrow$  1.7  $\rightarrow$  main  
 Storage classes  $\rightarrow$  auto  $\rightarrow$  local  
 (Java)  $\leftarrow$  register  $\rightarrow$  RAM  
 $\leftarrow$  extern  $\rightarrow$  global  
 $\leftarrow$  static  $\leftarrow$  global

Heaps / Backtracking / Tries

Sudoku Solver

Greedy  
 Graphs  
 DP } Lots of questions

Feedback : 

1	4	1	8	1
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