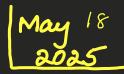
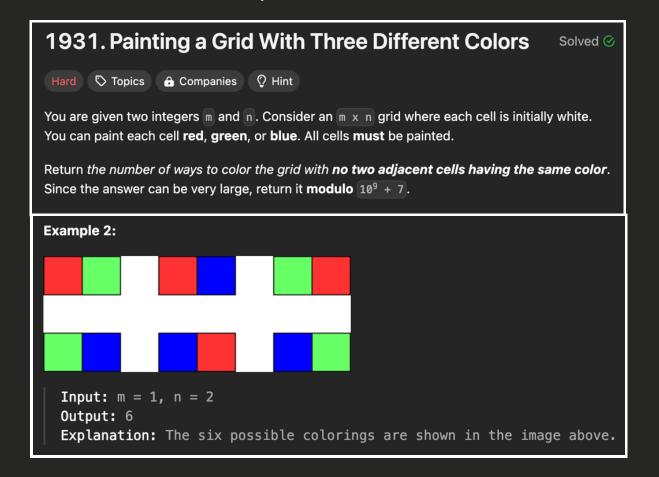
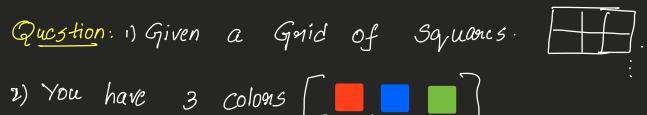
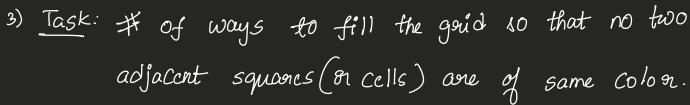
ect Code 1931. Painting a Gaid with Three different Colons (Hand)











Thought Parocess:

have (choices) to make. I can fill a Cell any of the colon. But there is a constraint that, the adjacent cells should have different colon.

- -> This is -> explosing all the ways from the options.
- what concept comes to your mind ?
- RECURSION Possibly improve by memoization.

OKAYI

Now, the challenge is, How do you implement approach
this?

Constraints:

-> If we see the constraints;

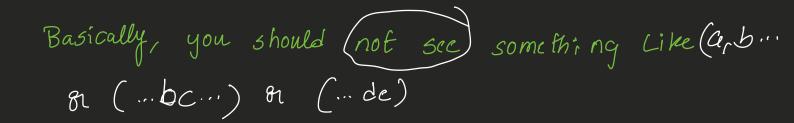
The 910Ws are limited to 5!!

So, one possible way to paint the whole good is:

- Fogget about all the rows.
- Just imagine, you have 5 alphabets

 [a,b,c,d,e]

Now ask your self - How can make different straings of length 5 so that no adjacent alphabets follow the same sequence in real alphabet sequence.



- This is Basic 1-D necunsion night.

This is where the intuition comes from.

Story Points flow Summany:

- find all the combination of $\{2,6,6,8\}$ colons so that the positicular column satisfies the critoria.

Now, you tony to overange them in adjacent colums so that no two adjacent colons are same in a row].

- Finally count the ways and evetuan them.
- Optimize it by using Mimoi zation through DP.
- Similar problem: heetcode 1411

 this gives you

 an idea to gather your

 thoughts !!