

# 2353. Design a Food Rating System

Medium Topics Companies Hint

Design a food rating system that can do the following:

- **Modify** the rating of a food item listed in the system.
- Return the highest-rated food item for a type of cuisine in the system.

Implement the `FoodRatings` class:

- `FoodRatings(String[] foods, String[] cuisines, int[] ratings)` Initializes the system. The food items are described by `foods`, `cuisines` and `ratings`, all of which have a length of `n`.
  - `foods[i]` is the name of the  $i^{\text{th}}$  food,
  - `cuisines[i]` is the type of cuisine of the  $i^{\text{th}}$  food, and
  - `ratings[i]` is the initial rating of the  $i^{\text{th}}$  food.
- `void changeRating(String food, int newRating)` Changes the rating of the food item with the name `food`.
- `String highestRated(String cuisine)` Returns the name of the food item that has the highest rating for the given type of `cuisine`. If there is a tie, return the item with the **lexicographically smaller** name.

Note that a string `x` is lexicographically smaller than string `y` if `x` comes before `y` in dictionary order, that is, either `x` is a prefix of `y`, or if `i` is the first position such that `x[i] != y[i]`, then `x[i]` comes before `y[i]` in alphabetic order.

Example 1:

```
Input
["FoodRatings", "highestRated", "highestRated", "changeRating", "highestRated",
"changeRating", "highestRated"]
[[["kimchi", "miso", "sushi", "moussaka", "ramen", "bulgogi"], ["korean", "japanese",
"japanese", "greek", "japanese", "korean"], [9, 12, 8, 15, 14, 7]], ["korean"],
["japanese"], ["sushi", 16], ["japanese"], ["ramen", 16], ["japanese"]]

Output
[null, "kimchi", "ramen", null, "sushi", null, "ramen"]

Explanation
FoodRatings foodRatings = new FoodRatings(["kimchi", "miso", "sushi", "moussaka",
"ramen", "bulgogi"], ["korean", "japanese", "japanese", "greek", "japanese", "korean"],
[9, 12, 8, 15, 14, 7]);
foodRatings.highestRated("korean"); // return "kimchi"
// "kimchi" is the highest rated korean food with a
rating of 9.
foodRatings.highestRated("japanese"); // return "ramen"
// "ramen" is the highest rated japanese food with
a rating of 14.
foodRatings.changeRating("sushi", 16); // "sushi" now has a rating of 16.
foodRatings.highestRated("japanese"); // return "sushi"
// "sushi" is the highest rated japanese food with
a rating of 16.
foodRatings.changeRating("ramen", 16); // "ramen" now has a rating of 16.
foodRatings.highestRated("japanese"); // return "ramen"
// Both "sushi" and "ramen" have a rating of 16.
// However, "ramen" is lexicographically smaller
than "sushi".
```

```
1 class FoodRatings:
2
3     def __init__(self, foods: List[str], cuisines: List[str], ratings: List[int]):
4
5
6     def changeRating(self, food: str, newRating: int) -> None:
7
8
9     def highestRated(self, cuisine: str) -> str:
10
11
12
13 # Your FoodRatings object will be instantiated and called as such:
14 # obj = FoodRatings(foods, cuisines, ratings)
15 # obj.changeRating(food,newRating)
16 # param_2 = obj.highestRated(cuisine)
```

```
def _init_ (self, foods, cuisines, ratings):
    self.foodInfo = {}
    self.cuisineInfo = {}

    for f, c, r in zip(foods, cuisines, ratings):
        foodInfo[f] = (c, r)
        if c not in self.cuisineInfo:
            self.cuisineInfo[c] = []
        heapq.heappush(self.cuisineInfo[c], (-r, f) )

def changeRating(self, food, newRating):
    c, _ = self.foodInfo[food]
    self.foodInfo[food] = (c, newRating)
    heapq.heappush(self.cuisineInfo[c], (-newRating, food) )
    # will not clean the old rating here, will do it in the highestRating()
```

```
def highestRating(self, cuisine):
    heap = self.cuisineInfo[cuisine]

    while heap:
        r, f = heap[0]
        cur_c, cur_r = self.foodInfo[f]

        if cur_r == -r:
            return f

        heapq.heappop(heap)
```