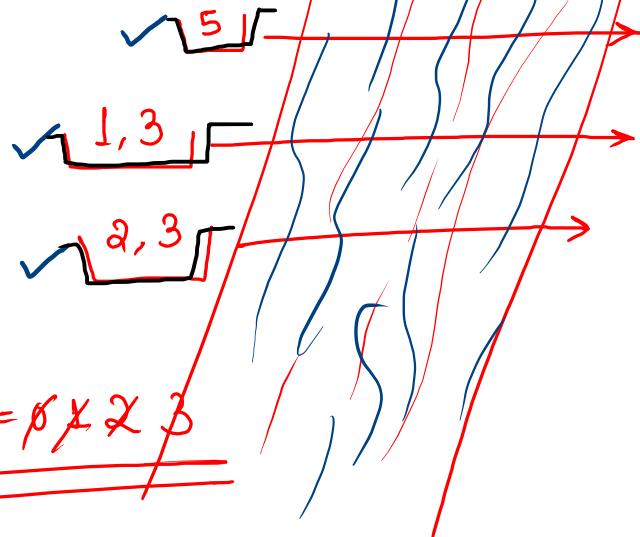


Count boat

(2 pointers)

$$\text{sum} = 6 \times 5$$



$$\text{arr} = 3$$

limit = 5

arr :- [3, 5, 1, 2, 3]

arr :- [1, 2, 3, 3, 5]

↑
j
↑
i

Sort(arr);

```
while ( i <= j ) {  
    int sum = arr[i] + arr[j];  
    if ( sum <= limit){  
        i++; j--;  
    } else {  
        j--;  
    }  
    Count++;
```

HW_Plant Watering by Alice and Bob

arr:- [2, 2, 3, 3]
 ↑ ↑
 b a

$$cA = \cancel{5} \cancel{3} 1$$
$$cB = \cancel{5} \cancel{2} \cancel{5} 2$$

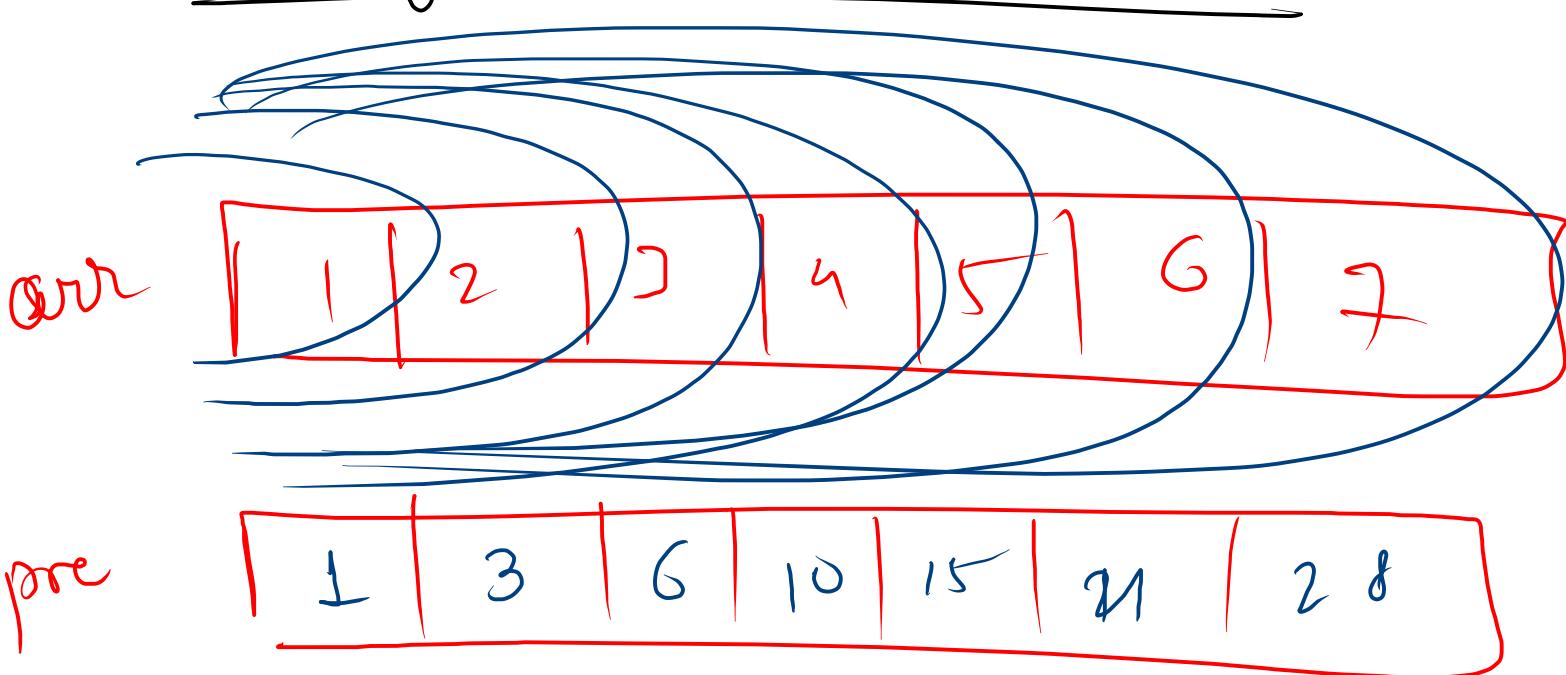
$$\text{Count} = \cancel{\cancel{0}} 1$$

Revision :-

- ✓ ↗ sorting, lambda function
- ✓ ↗ arrays, subarrays (Kadan's algo)
- ✓ ↗ 2 pointers
- ✓ ↗ Prefix array
- ✓ ↗ Arrays as Hashmap
- ✓ ↗ 2d arrays
- ✓ ↗ Strings, substring
 - ↗ Binary Search (BSLB, BSUB)
 - ↗ ArrayList
 - ↗ Stack
 - ↗ Hashmap, HashSet
 - ↗ Queue
 - ↗ PO

→ Prefix sum

sum of all ele. on left including
itself



prefix
sum

$$\underline{\text{pre}[i]} = \underline{\text{pre}[i-1]} + \underline{\text{arr}[i]}$$

suffix
sum

$$\underline{\text{suffix}[i]} = \underline{\text{suffix}[i+1]} + \underline{\text{arr}[i]}$$

Find Pivot Index 1

arr

0	1	2	3	4	5	6	7	8
2	-3	-4	2	7	1	2	3	-9



prefix
sum

0	1	2	3	4	5	6	7	8
2	-1	-5	-3	4	5	7	10	1

ans = 1

suf fix
sum

0	1	2	3	4	5	6	7	8
1	-1	2	6	4	-3	-4	-6	-9

⇒ array as hashmap

HW_Lucky Number 26

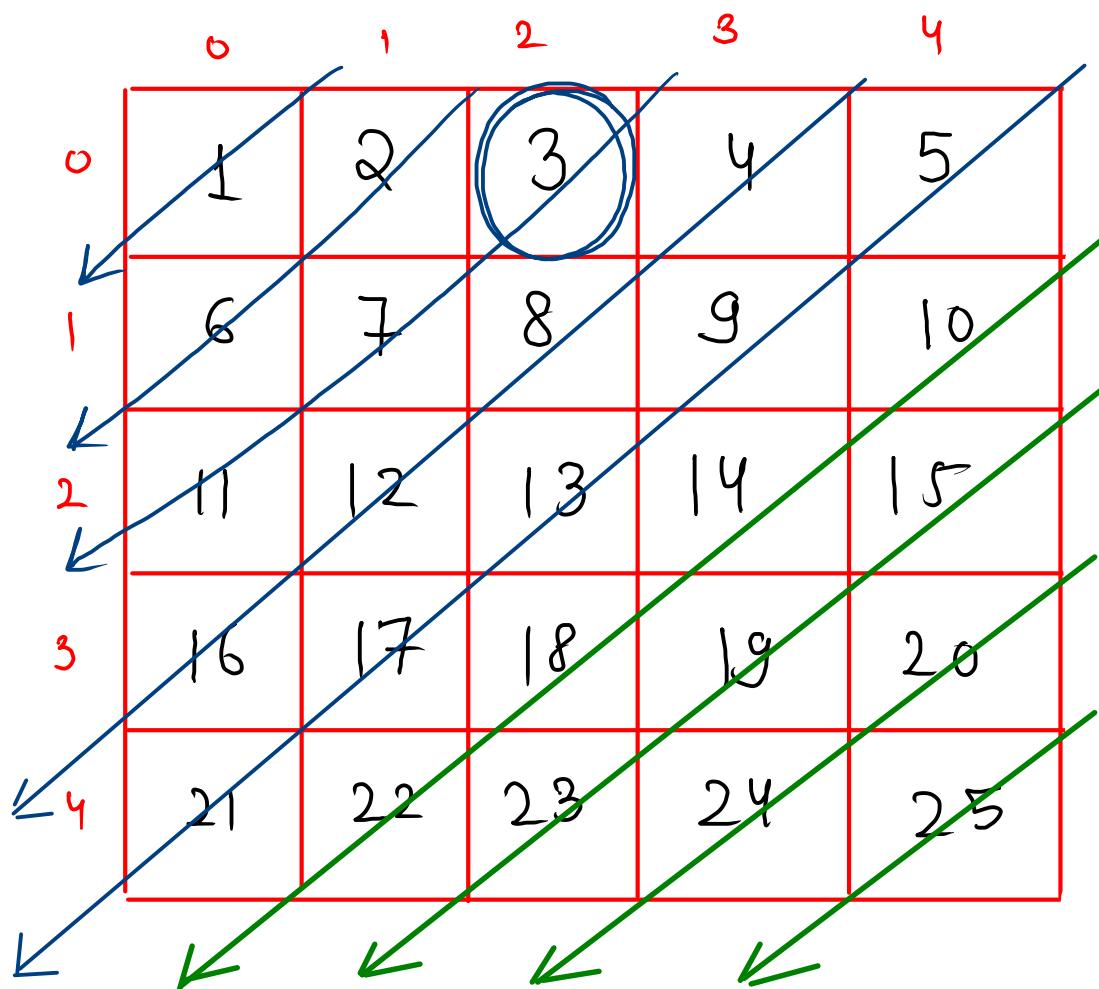
$\text{arr} = \boxed{1 \mid 2 \mid 3 \mid 4 \mid 3 \mid 4 \mid 2 \mid 4 \mid 4 \mid 6 \mid 5}$ } Quick
 ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ Merge

freq =

0	0	9	0	0	0	9	1	0	0	0
---	---	---	---	---	---	---	---	---	---	---

count radix bucket

Print the matrix left-diagonal wise



$i \ j$
 $(0, 2)$
 $(1, 1)$

$i++j$
 $j--j$
 $j >= 0$
 $i < n$

$(0, 0)$ $(1, 4)$
 $(0, 1)$ $(2, 4)$
 $(0, 2)$ $(3, 4)$
 $(0, 3)$ $(4, 4)$
 $(0, 4)$

$i = 1 \rightarrow 4, \ j = 4$

```
for( int gap = 0 ; gap < n ; gap++ ) {  
    for( int i=0, j=gap ; j>=0 ; i++, j-- ) {  
        SysD( arr[i] r[j] )  
    }  
}
```

```
for( int gap = 1 ; gap < n ; gap++ ) {  
    for( int i=gap, j=n-1 ; i<n ; i++, j-- ) {  
        SysD( arr[i] ( ~ Z ) -  
    }  
}
```

Transpose of Matrix of N*N

Output :-

0	1	2	3	4	
0	1	2	3	4	5
1	6	7	8	9	10
2	11	12	13	14	15
3	16	17	18	19	20
4	21	22	23	24	25

$(i, j) \leftrightarrow (j, i)$

```
for (int i = 0; i < n; i++) {  
    for (int j = 0; j < n; j++) {  
        if (i > j) {  
            int temp = arr[i][j];  
            arr[i][j] = arr[j][i];  
            arr[j][i] = temp;  
        }  
    }  
}
```

⇒ String Builder

Array → ArrayList
String → StringBuilder

~~Syntax~~

StringBuilder sb = new StringBuilder(); // mutable

genuine fn

- sb.append(ch);
- sb.deleteCharAt(idx);
- sb.reverse();
- sb.charAt(idx);

Convert 1-D Array to 2-D Array

$$\text{arr1d} = \left[\begin{matrix} 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 \end{matrix} \right] \quad (\text{idx})$$

	0	1	2	3	4	5
0	1	2	3	4	5	6
1	7	8	9	10	11	12

Note :- $\boxed{\text{idx} = i * q + j}$

from 2d to 1d

$i \Delta x = 0$	$i = 0$	$j = 0$
1,	$i = 0$	$j = 1$
2,	$i = 0$	$j = 2$
3,	$i = 0$	$j = 3$
4,	$i = 0$	$j = 4$
5,	$i = 0$	$j = 5$
6,	$i = 1$	$j = 0$
$i \Delta x = 7$,	$i = 1$	$j = 1$
8	$i = 1$	$j = 2$
9	$i = 1$	$j = 3$
10	$i = 1$	$j = 4$
11	$i = 1$	$j = 5$

→ Binary Search

↳ BSLB
↳ BSUB

template :- array is always sorted

```
int i=0;  
int j=n-1;  
while( i <= j ) {  
    int mid = (i+j)/2 ;  
    if ( arr[mid] == target ) {  
        return mid;  
    } else if ( arr[mid] < target ) {  
        i = mid+1 ;  
    } else {  
        j = mid-1 ;  
    }  
}
```

\rightarrow BSUB & BSLB

template :- array is always sorted

```
int i=0;  
int j=n-1;  
while( i<=j ) {  
    int mid = (i+j)/2;  
    if ( arr[mid] == target ) {  
        return mid;  
    } else if ( arr[mid] < target ) {  
        i=mid+1;  
    } else {  
        j=mid-1;  
    }  
}
```

(BSLB)

```
if ( arr[mid-1] == arr[mid] ) {  
    j = mid-1;  
} else {  
    return mid;  
}  
}
```

(BSUB)

```
if ( arr[mid+1] == arr[mid] ) {  
    i = mid+1;  
} else {  
    return mid;  
}  
}
```

→ Peak element

→ first & last occ. of target

→ Astroid collision

→ Max. Prod. subarray

→ Boat count

→ Search in sorted rotated array

- Transpose matrix
- Reach Target
- majority elements (Leetcode)
- Smaller element on right
- Find Pivot index
- rotate array (Leetcode)
- maximum subarray

→ Koko eating banana's

HW_Longest Palindromic Substring

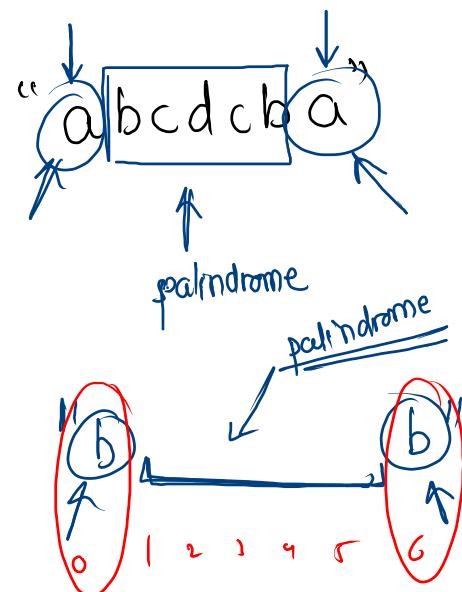
13

str = "abcbaabcede"

boolean

0	T	F	F	F	T	F				
-1	T	F	T	F	F	F				
2		T	F	F	F	F	T			
3			T	F	F	T	F			
4				T	T	F	F	F		
5					T	F	F	F	F	
6						T	F	F	F	
7							T	F	F	
8								T		
9									T	

i = start of substring
j = end of substring



~~code~~

DP (Dynamic Programming)

```
class Solution {
    public String longestPalindrome(String s) {
        int n = s.length(), count = 0, si = 0, ei = 0, len = 0;
        boolean[][] dp = new boolean[n][n];
        for (int g = 0; g < n; ++g) {
            for (int i = 0, j = g; j < n; ++i, ++j) {
                if (g == 0 || (g == 1 && s.charAt(i) == s.charAt(j)) || (s.charAt(i) == s.charAt(j) && dp[i + 1][j - 1])) {
                    dp[i][j] = true;
                    if (len < j - i + 1) {
                        si = i;
                        ei = j;
                        len = j - i + 1;
                    }
                }
            }
        }
        return s.substring(si, ei + 1);
    }
}
```