



# DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Discover. Learn. Empower.

## Experiment: - 9

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**Subject Name:** Advanced Programming Lab-2 **Subject Code:** 22CSP-351

### Problem -1

**1. Aim:** Number of Islands

**2. Objective:**

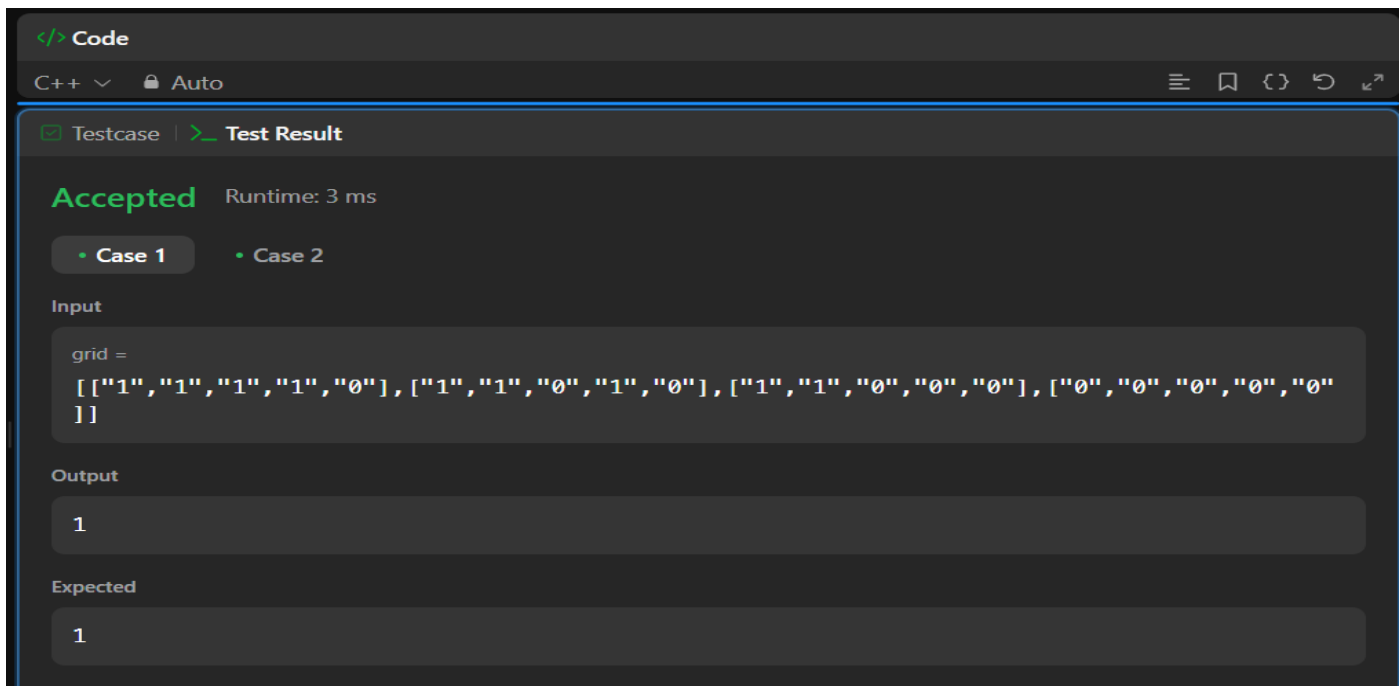
- **Learn to Identify Islands in a Grid:** Understand how to recognize separate land regions in a 2D grid where '1' represents land and '0' represents water.
- **Use Depth-First Search (DFS) for Exploration:** Learn how DFS helps in visiting all connected land cells, ensuring each island is counted only once.
- **Implement Grid Traversal Effectively:** Understand how to scan each cell in the grid systematically, making sure no land portion is left unchecked.
- **Apply Recursion to Find Connected Areas:** Learn how recursive function calls help explore all possible directions (up, down, left, right) to find the full extent of an island.
- **Enhance Problem-Solving Abilities in Graph Theory:** Develop skills in handling graph-based problems, such as finding connected components, which have real-world applications.

**3. Implementation/Code:**

```
class Solution {
public:
    void dfs(vector<vector<char>>& grid, int i, int j) {
        int m = grid.size(), n = grid[0].size();
        if (i < 0 || j < 0 || i >= m || j >= n || grid[i][j] == '0') {
            return;
        }
        grid[i][j] = '0';
        dfs(grid, i + 1, j);
        dfs(grid, i - 1, j);
        dfs(grid, i, j + 1);
        dfs(grid, i, j - 1);
    }
    int numIslands(vector<vector<char>>& grid) {
        if (grid.empty()) return 0;
        int m = grid.size(), n = grid[0].size(), count = 0;
        for (int i = 0; i < m; ++i) {
            for (int j = 0; j < n; ++j) {
                if (grid[i][j] == '1') {
```

```
        ++count;  
        dfs(grid, i, j);  
    }  
}  
}  
return count;  
}  
};
```

## 4. Output



```
</> Code  
C++ v Auto  
Testcase | Test Result  
Accepted Runtime: 3 ms  
• Case 1 • Case 2  
Input  
grid =  
[["1","1","1","1","0"],["1","1","0","1","0"],["1","1","0","0","0"],["0","0","0","0","0"]]  
Output  
1  
Expected  
1
```

*Figure 1*

## 5. Learning Outcomes:

- **Ability to Count Islands in a Grid:** Gain the skill to count distinct islands in a binary grid by detecting connected land regions.
- **Understanding of DFS and Its Application:** Learn how Depth-First Search (DFS) is used to traverse and mark visited land cells in a grid.
- **Efficiency in Grid-Based Problem Solving:** Become proficient in scanning and modifying grid structures to solve connectivity problems.
- **Mastering Recursion for Connectivity Checks:** Develop an understanding of recursive algorithms for exploring all possible paths in a grid.
- **Improved Logical Thinking and Coding Skills:** Strengthen logical reasoning by solving complex problems related to graphs and connected components.

## Problem-2

### 1. Aim: Surrounded Regions

### 2. Objectives:

- **Understand Capturing Regions in a Grid:** Learn how to identify and replace 'O' regions that are completely surrounded by 'X' in a 2D matrix.
- **Use Depth-First Search (DFS) for Traversal:** Explore how DFS helps mark connected 'O' cells on the board edges, preventing them from being captured.
- **Handle Edge Cases Efficiently:** Understand how to correctly process the grid by checking border 'O' cells first and avoiding unnecessary replacements.
- **Modify the Grid in Place:** Learn how to update the given board directly without using extra memory, making the solution efficient.
- **Improve Logical Thinking in Grid Problems:** Strengthen problem-solving skills by working with matrix-based transformations and connected components.

### 3. Implementation/Code:

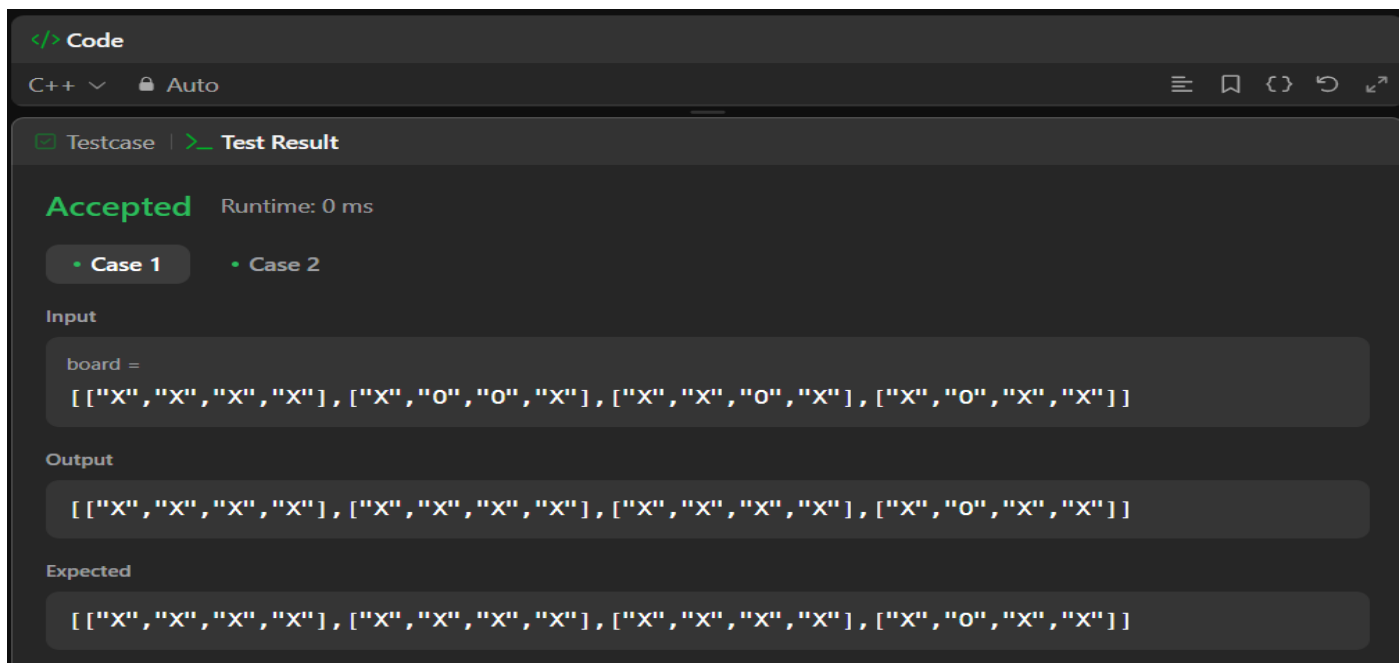
```
class Solution {
public:
    void dfs(vector<vector<char>>& board, int i, int j) {
        int m = board.size(), n = board[0].size();
        if (i < 0 || i >= m || j < 0 || j >= n || board[i][j] != 'O')
            return;
        board[i][j] = '#';
        dfs(board, i + 1, j);
        dfs(board, i - 1, j);
        dfs(board, i, j + 1);
        dfs(board, i, j - 1);
    }
    void solve(vector<vector<char>>& board) {
        int m = board.size(), n = board[0].size();
        if (m == 0 || n == 0) return;
        for (int i = 0; i < m; i++) {
            if (board[i][0] == 'O') dfs(board, i, 0);
            if (board[i][n - 1] == 'O') dfs(board, i, n - 1);
        }
        for (int j = 0; j < n; j++) {
            if (board[0][j] == 'O') dfs(board, 0, j);
            if (board[m - 1][j] == 'O') dfs(board, m - 1, j);
        }
        for (int i = 0; i < m; i++) {
```

```

        for (int j = 0; j < n; j++) {
            if (board[i][j] == 'O') board[i][j] = 'X';
            if (board[i][j] == '#') board[i][j] = 'O';
        }
    }
}
};

```

## 4. Output:



The screenshot shows a code editor with a C++ file named 'Code'. The code is a function that processes a 2D grid of characters. Below the code, the 'Test Result' section shows that the code was 'Accepted' with a runtime of 0 ms. Two test cases are listed: 'Case 1' and 'Case 2'. The 'Input' for Case 1 is a 4x4 grid of characters: `board = [{"X","X","X","X"}, {"X","O","O","X"}, {"X","X","O","X"}, {"X","O","X","X"}]`. The 'Output' for Case 1 is a 4x4 grid of characters: `[{"X","X","X","X"}, {"X","X","X","X"}, {"X","X","X","X"}, {"X","O","X","X"}]`. The 'Expected' output for Case 1 is the same as the output: `[{"X","X","X","X"}, {"X","X","X","X"}, {"X","X","X","X"}, {"X","O","X","X"}]`.

Figure 2

## 5. Learning Outcomes:

- **Ability to Detect Surrounded Regions:** Gain the skill to identify and replace 'O' regions that are fully enclosed by 'X' cells.
- **Understanding of DFS for Grid Exploration:** Learn how DFS can traverse connected components in a 2D grid and mark visited cells.
- **Mastering Edge Case Handling:** Develop techniques to correctly identify which 'O' regions should be replaced and which should remain.
- **Efficiently Modifying Data Structures:** Learn how to update the board in place using temporary markers, ensuring an optimized approach.
- **Enhancing Coding and Problem-Solving Skills:** Improve the ability to implement algorithms that modify grids dynamically, useful in various applications.

## Problem: - 3

1. **Aim:** Lowest Common Ancestor of a Binary Tree

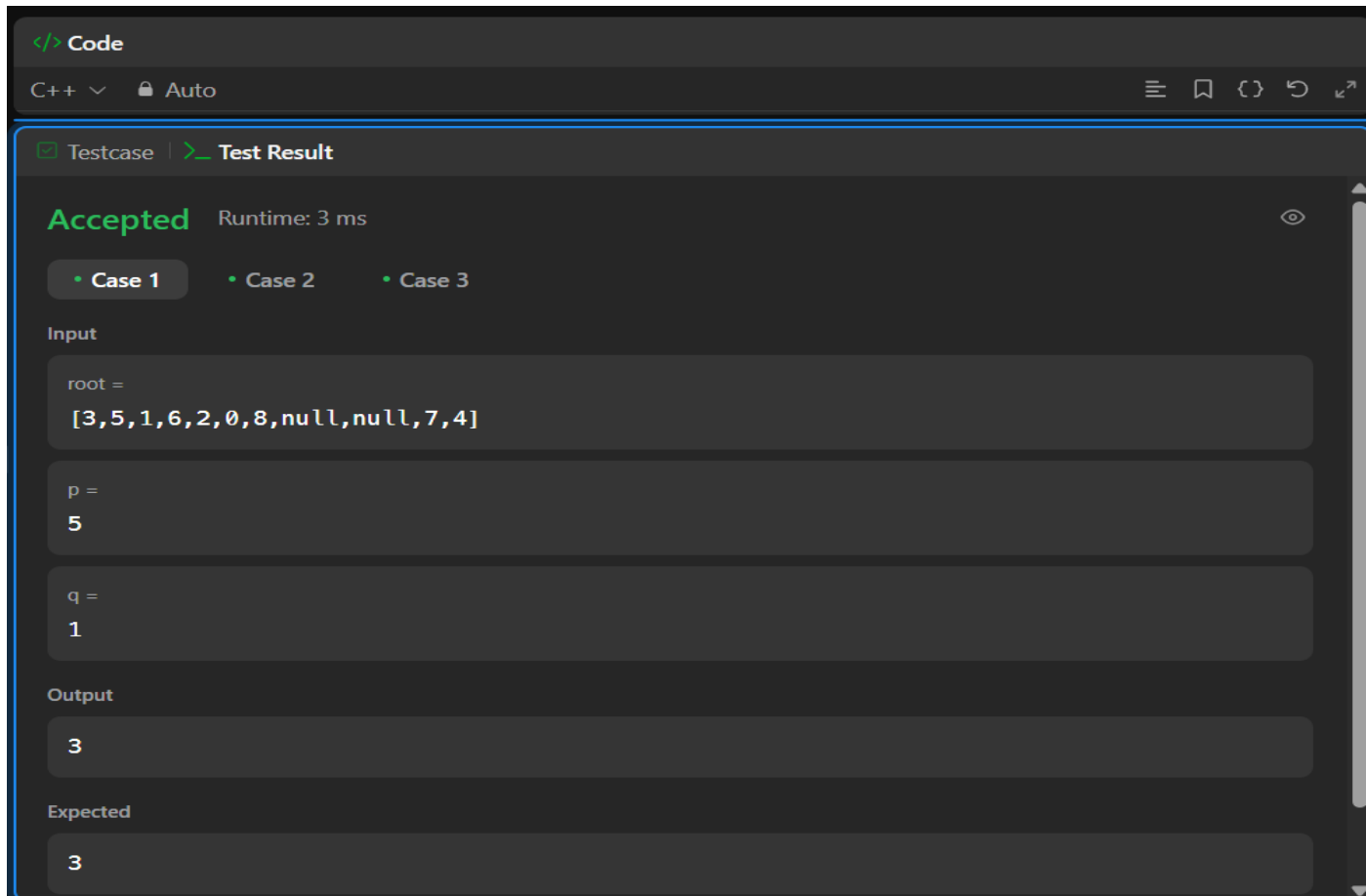
2. **Objectives:**

- Learn how to find the lowest common ancestor of two nodes in a binary tree using recursion. This helps in understanding hierarchical relationships in trees and improves knowledge of tree-based algorithms.
- Understand how depth-first search (DFS) is used to traverse the tree efficiently. This method helps in searching for nodes and their ancestors and enhances tree traversal techniques.
- Improve problem-solving skills by analysing tree structures and solving ancestor-related problems. This enhances logical thinking in programming and helps in developing efficient solutions.
- Learn to handle base cases and edge cases in recursive tree problems. This ensures the solution works correctly for all possible inputs and prevents errors in complex tree structures.
- Develop coding skills by implementing tree traversal techniques. This helps in solving similar tree-based problems in interviews and real-world applications, making coding more efficient.

3. **Implementation/Code:**

```
class Solution {
public:
    TreeNode* lowestCommonAncestor(TreeNode* root, TreeNode* p, TreeNode* q) {
        if (root == NULL || root == p || root == q) {
            return root;
        }
        TreeNode* left = lowestCommonAncestor(root->left, p, q);
        TreeNode* right = lowestCommonAncestor(root->right, p, q);
        if (left != NULL && right != NULL) {
            return root;
        }
        return left != NULL ? left : right;
    }
};
```

## 4. Output:



The screenshot shows a C++ IDE interface with a 'Code' editor at the top. Below it, a 'Testcase' tab is active, displaying 'Test Result'. The result is 'Accepted' with a runtime of 3 ms. There are three tabs for 'Case 1', 'Case 2', and 'Case 3', with 'Case 1' selected. The input section shows a binary tree structure: root = [3,5,1,6,2,0,8,null,null,7,4]. The output section shows the value 3, and the expected result is also 3.

*Figure 3*

## 5. Learning Outcomes:

- You will be able to find the lowest common ancestor of two given nodes in a binary tree. This will help in solving hierarchical tree problems.
- You will understand how recursion helps in solving complex tree-based problems. This will improve your ability to write efficient recursive functions.
- You will learn to apply depth-first search (DFS) to navigate through trees. This will make it easier to find specific nodes and their ancestors.
- You will gain confidence in handling base cases and edge cases in recursive solutions. This will ensure your code runs correctly for all scenarios.
- You will be able to write clear and optimized C++ code for tree problems. This will strengthen your programming skills and logical thinking.