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218. The Skyline Problem

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A city's **skyline** is the outer contour of the silhouette formed by all the buildings in that city when viewed from a distance. Given the heights of all the buildings, return *the skyline formed by these buildings collectively*.

The geometric information of each building is given in the array `buildings` where `buildings[i] = [lefti, righti, heighti]`.

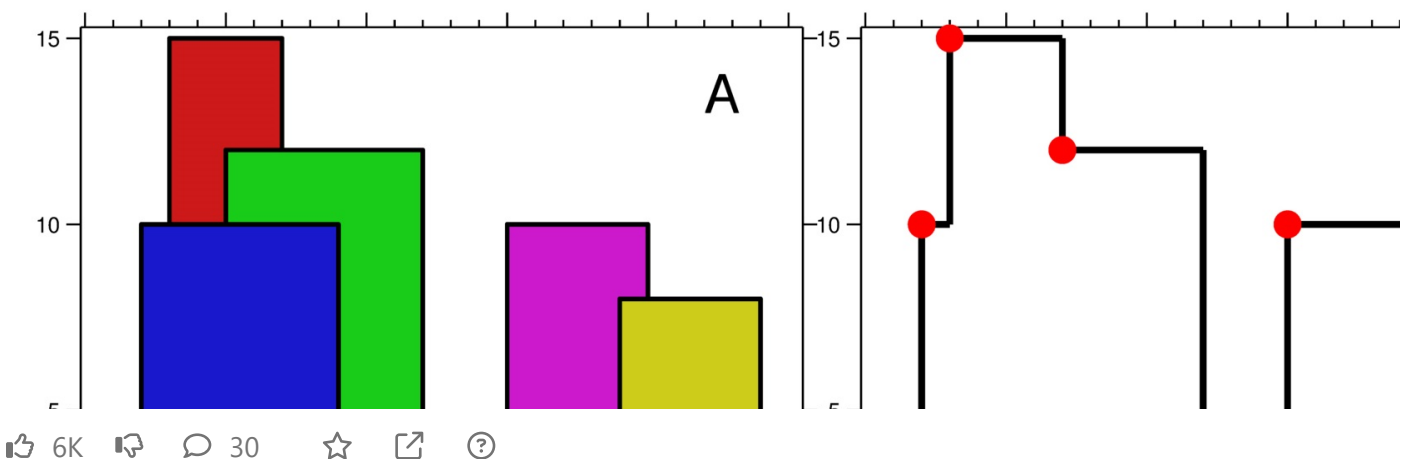
- `lefti` is the x coordinate of the left edge of the `ith` building.
- `righti` is the x coordinate of the right edge of the `ith` building.
- `heighti` is the height of the `ith` building.

You may assume all buildings are perfect rectangles grounded on an absolutely flat surface at height `0`.

The **skyline** should be represented as a list of "key points" **sorted by their x-coordinate** in the form `[[x1, y1], [x2, y2], ...]` where `x1` is the left endpoint of some horizontal segment in the skyline except the last point in the list, which always has a y-value of `0`, representing the skyline's termination where the rightmost building ends. Any ground between the leftmost and rightmost buildings is part of the skyline's contour.

Note: There must be no consecutive horizontal lines of equal height in the output skyline. For instance, `[[...], [2, 7], [...]]` is not acceptable; the three lines of height 5 should be merged into one in the final output as such: `[[...], [2, 7], [...]]`.

Example 1:



6K



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