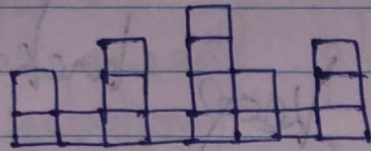


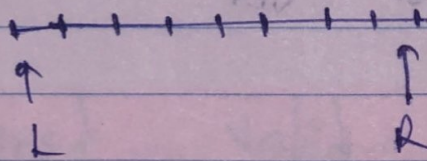
## \* Trapping Rain Water



→ take max height in this direction & store in one array

← take max height in this direction & store in another array

take min of both & @ each position & ~~sub~~ take difference with current position height. And keep adding.



take 2 pointers & then move only small <sup>valued</sup> pointer. use 2 variables to store max values upto that position. Take min & difference & add to a variable.