

SNo.	Problem Statement
1.	<p>Easy Level: Minimum Cost Tree From Leaf Values.</p> <p>Code:</p> <p>Input: arr = [6,2,4]</p> <p>Output: 32</p> <p>Explanation: There are two possible trees shown.</p> <p>The first has a non-leaf node sum 36, and the second has non-leaf node sum 32.</p> <pre> int mctFromLeafValues(vector<int>& arr) { stack<int>s; int sum=0; int t; for(int a:arr) { while(!s.empty() and a>s.top()) { t=s.top(); s.pop(); if(s.empty()) sum+=t*a; else sum+=t*min(s.top(),a); } s.push(a); } while(!s.empty()) { t=s.top(); s.pop(); if(!s.empty()) sum+=s.top()*t; } return sum; } </pre>
2.	Easy Level: Daily Temperatures.

	<p>Code:</p> <pre> Input: temperatures = [73,74,75,71,69,72,76,73] Output: [1,1,4,2,1,1,0,0] Input: temperatures = [30,40,50,60] Output: [1,1,1,0] vector<int> dailyTemperatures(vector<int>& temperatures) { int n=temperatures.size(); stack<int>s; vector<int>ans(n,0); for(int i=0;i<n;i++) { while(s.size() and temperatures[s.top()]<temperatures[i]) { ans[s.top()]=i-s.top(); s.pop(); } s.push(i); } return ans; } </pre>
3.	<p>Medium Level: Distance of nearest cell having 1.</p> <p>Code:</p> <pre> Input: grid = {{0,1,1,0},{1,1,0,0},{0,0,1,1}} Output: {{1,0,0,1},{0,0,1,1},{1,1,0,0}} Explanation: The grid is- 0 1 1 0 1 1 0 0 </pre>

0 0 1 1

0's at (0,0), (0,3), (1,2), (1,3), (2,0) and (2,1) are at a distance of 1 from 1's at (0,1), (0,2), (0,2), (2,3), (1,0) and (1,1) respectively.

```
vector<vector<int>>nearest(vector<vector<int>>grid)
{
    // Code here

    int n=grid.size();
    int m=grid[0].size();
    vector<vector<int>>ans(n,vector<int>(m,INT_MAX));
    queue<pair<int,int>>q;
    for(int i=0;i<n;i++)
    {
        for(int j=0;j<m;j++)
        {
            if(grid[i][j]==1)
            {
                ans[i][j]=0;
                q.push({i,j});
            }
        }
    }
    while(!q.empty())
    {
        int i=q.front().first;
        int j=q.front().second;
        if((i-1)>=0 and ans[i][j]+1 < ans[i-1][j])
        {
            ans[i-1][j]=ans[i][j]+1;
            q.push({i-1,j});
        }
        if((j-1)>=0 and ans[i][j]+1 < ans[i][j-1])
        {
            ans[i][j-1]=ans[i][j]+1;
```

	<pre> q.push({i,j-1}); } if((i+1)<n and ans[i][j]+1 < ans[i+1][j]) { ans[i+1][j]=ans[i][j]+1; q.push({i+1,j}); } if((j+1)<m and ans[i][j]+1 < ans[i][j+1]) { ans[i][j+1]=ans[i][j]+1; q.push({i,j+1}); } q.pop(); } return ans; } </pre>
4.	<p>Medium Level : Online Stock Span.</p> <p>Code:</p> <p>Input</p> <pre>["StockSpanner", "next", "next", "next", "next", "next", "next", "next"]</pre> <pre>[[], [100], [80], [60], [70], [60], [75], [85]]</pre> <p>Output</p> <pre>[null, 1, 1, 1, 2, 1, 4, 6]</pre> <p>Explanation</p> <pre> StockSpanner stockSpanner = new StockSpanner(); stockSpanner.next(100); // return 1 stockSpanner.next(80); // return 1 stockSpanner.next(60); // return 1 stockSpanner.next(70); // return 2 stockSpanner.next(60); // return 1 </pre>

Solution Of Stack Medium Level Problem

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	<pre> stockSpanner.next(75); // return 4, because the last 4 prices (including today's price of 75) were less than or equal to today's price. stockSpanner.next(85); // return 6 stack<pair<int,int>>s; int index=-1; StockSpanner() { } int next(int price) { index+=1; while(!s.empty() and s.top().second<=price)//previous greater element s.pop(); //if no previous greater if(s.empty()) { s.push({index,price}); return index+1; } int res=s.top().first; s.push({index,price}); return index-res; } </pre>
5.	<p>Medium Level: Rotten Oranges.</p> <p>Code:</p> <p>Input: grid = {{0,1,2},{0,1,2},{2,1,1}}</p> <p>Output: 1</p> <p>Explanation: The grid is-</p> <pre> 0 1 2 0 1 2 </pre>

	<p>2 1 1</p> <p>Oranges at positions (0,2), (1,2), (2,0) will rot oranges at (0,1), (1,1), (2,2) and (2,1) in unit time.</p>
	<pre> int orangesRotting(vector<vector<int>>& grid) { // Code here queue<pair<int, int>> rotten; int r = grid.size(), c = grid[0].size(), fresh = 0, t = 0; for(int i = 0; i < r; ++i){ for(int j = 0; j < c; ++j){ if(grid[i][j] == 2) rotten.push({i, j}); else if(grid[i][j] == 1) fresh++; } } while(!rotten.empty()){ int num = rotten.size(); for(int i = 0; i < num; ++i){ int x = rotten.front().first, y = rotten.front().second; rotten.pop(); if(x > 0 && grid[x-1][y] == 1) { grid[x-1][y] = 2; fresh--; rotten.push({x-1, y}); }; if(y > 0 && grid[x][y-1] == 1) { grid[x][y-1] = 2; fresh--; rotten.push({x, y-1}); }; if(x < r-1 && grid[x+1][y] == 1) { grid[x+1][y] = 2; fresh--; } } } return fresh == 0 ? t : -1; } </pre>

	<pre> rotten.push({x+1, y}); }; if(y < c-1 && grid[x][y+1] == 1) { grid[x][y+1] = 2; fresh--; rotten.push({x, y+1}); }; } if(!rotten.empty()) t++; } return (fresh == 0) ? t : -1; } </pre>
6.	<p>Medium Level: sum-of-subarray-minimums.</p> <p>Code:</p> <p>Input: arr = [3,1,2,4]</p> <p>Output: 17</p> <p>Explanation:</p> <p>Subarrays are [3], [1], [2], [4], [3,1], [1,2], [2,4], [3,1,2], [1,2,4], [3,1,2,4].</p> <p>Minimums are 3, 1, 2, 4, 1, 1, 2, 1, 1, 1.</p> <p>Sum is 17.</p> <pre> int sumSubarrayMins(vector<int>& arr) { int n = arr.size(), mod = 1e9+7; long sum = 0; stack<pair<int,long>> st; for(int i=n-1; i>=0; i--){ while(!st.empty() && arr[i] <= arr[st.top().first]){ st.pop(); } } </pre>

	<pre> if(st.empty()){ st.push({i, (arr[i] * (n-i) % mod)}); } else { st.push({i, (arr[i] * (st.top().first - i) % mod + st.top().second)}); } sum = (sum + st.top().second) % mod; } return sum; } </pre>
7.	<p>Medium Level: Evaluate Reverse Polish Notation.</p> <p>Code:</p> <p>Input: tokens = ["2","1","+","3","*"]</p> <p>Output: 9</p> <p>Explanation: ((2 + 1) * 3) = 9</p> <pre> int evalRPN(vector<string>& tokens) { stack<int>s; int i=0; while(i<tokens.size()) { if(tokens[i]=="+" tokens[i]=="-" tokens[i]=="*" tokens[i]=="/") { int a=s.top(); s.pop(); int b=s.top(); s.pop(); if(tokens[i]=="+") </pre>

	<pre> { s.push(a+b); } if(tokens[i]=="-") { s.push(b-a); } if(tokens[i]=="*") { s.push(a*b); } if(tokens[i]=="/") { int x=b/a; s.push(x); } i++; } else { s.push(stoi(tokens[i])); i++; } } return s.top(); } </pre>
8.	<p>Medium Level: Circular tour .</p> <p>Code:</p> <p>Input:</p> <p>N = 4</p> <p>Petrol = 4 6 7 4</p> <p>Distance = 6 5 3 5</p> <p>Output: 1</p> <p>Explanation: There are 4 petrol pumps with amount of petrol and distance to next petrol pump value pairs as {4, 6}, {6, 5},</p>

	<p>{7, 3} and {4, 5}. The first point from where truck can make a circular tour is 2nd petrol pump. Output in this case is 1 (index of 2nd petrol pump).</p> <pre> int tour(petrolPump p[],int n) { //Your code here int totSum=0,currSum=0,j=0; for(int i=0;i<n;i++) { totSum+=p[i].petrol-p[i].distance; currSum+=p[i].petrol-p[i].distance; if(currSum<0) { j=i+1; currSum=0; } } return totSum<0?-1:j; } </pre>
9.	<p>Medium Level: Flatten Nested List Iterator.</p> <p>Code:</p> <p>Input: nestedList = [[1,1],2,[1,1]]</p> <p>Output: [1,1,2,1,1]</p> <p>Explanation: By calling next repeatedly until hasNext returns false, the order of elements returned by next should be: [1,1,2,1,1].</p> <pre> vector<int> flattenList; int index; NestedIterator(vector<NestedInteger> &nestedList) { index = 0; doDFS(nestedList); } </pre>

```
int next()
{
    return flattenList[index++];
}

bool hasNext()
{
    if (index < flattenList.size())
        return true;

    return false;
}

void doDFS(vector<NestedInteger> &nestedList)
{
    for (auto nestedInt : nestedList)
    {
        if (nestedInt.isInteger())
        {
            flattenList.push_back(nestedInt.getInteger());
        }
        else
        {
            auto list = nestedInt.getList();
            doDFS(list);
        }
    }
}
```