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Design a logger system that receives a stream of messages along with their timestamps. Each unique message should only be printed at most every 10 seconds (i.e. a message printed at timestamp t will prevent other identical messages from being printed until timestamp t + 10). All messages will come in chronological order. Several messages may arrive at the same timestamp. Implement the Logger class:

- Logger() Initializes the logger object.
- bool shouldPrintMessage(int timestamp, string message) Returns true if the message should be printed in the given timestamp, otherwise returns false.

Example 1:

Input ["Logger", "shouldPrintMessage", "shouldPrintMessage", "shouldPrintMessage",

"shouldPrintMessage", "shouldPrintMessage", "shouldPrintMessage"]

[[], [1, "foo"], [2, "bar"], [3, "foo"], [8, "bar"], [10, "foo"], [11, "foo"]]

Output [null, true, true, false, false, false, true]

Explanation Logger logger = new Logger();

logger.shouldPrintMessage(1, "foo"); // return true, next allowed timestamp for "foo" is 1 + 10 = 11

logger.shouldPrintMessage(2, "bar"); // return true, next allowed timestamp for "bar" is 2 + 10 = 12

logger.shouldPrintMessage(3, "foo"); // 3 < 11, return false

logger.shouldPrintMessage(8, "bar"); // 8 < 12, return false

logger.shouldPrintMessage(10, "foo"); // 10 < 11, return false

logger.shouldPrintMessage(11, "foo"); // 11 >= 11, return true, next allowed timestamp for "foo" is // 11 + 10 = 21

Constraints:

- 0 <= timestamp <= 10^9
- Every timestamp will be passed in non-decreasing order (chronological order).
- 1 <= message.length <= 30 At most 10⁴ calls will be made to shouldPrintMessage.

CODE & OUTPUT

