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CountTriangles

START

Count the number of triangles that can be built from a given set of edges.

Programming language: C++

++

A zero-indexed array A consisting of N integers is given. A triplet (P, Q, R) is *triangular* if it is possible to build a triangle with sides of lengths A[P], A[Q] and A[R]. In other words, triplet (P, Q, R) is triangular if $0 \le P < Q < R < N$ and:

- A[P] + A[Q] > A[R],
- A[Q] + A[R] > A[P],
- A[R] + A[P] > A[Q].

For example, consider array A such that:

$$A[0] = 10$$
 $A[1] = 2$ $A[2] = 5$
 $A[3] = 1$ $A[4] = 8$ $A[5] = 12$

There are four triangular triplets that can be constructed from elements of this array, namely (0, 2, 4), (0, 2, 5), (0, 4, 5), and (2, 4, 5).

Write a function:

int solution(vector<int> &A);

that, given a zero-indexed array A consisting of N integers, returns the number of triangular triplets in this array.

For example, given array A such that:

$$A[0] = 10$$
 $A[1] = 2$ $A[2] = 5$

A[3] = 1 A[4] = 8 A[5] = 12 the function should return 4, as explained above.

Assume that:

- N is an integer within the range [0..1,000];
- each element of array A is an integer within the range [1..1,000,000,000].

Complexity:

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expected worst-case time complexity is O(N²);

 expected worst-case space complexity is O(N), beyond input storage (not counting the storage required for input arguments).

Elements of input arrays can be modified.

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