Page No.: LC-1277 Date: Count all submatrices with all mes (square) The approach tollowed here will be similar to LC221 - Maximal Square, wherein we had to find the area of manimal square of 1's in the marix In that question, we used & Tabulation DP approach. At every inders (c, j) of the DP motrix, we stored the maximum side length of square that can be tormed to the top left of El denotes that upto this cell, a mans of there side of 5 units can be harmed. In this question, our approach will be similar. All the 1's at boundary, will obviously make a Quarre of one Leath. So result += 1 For each such 1 at boundary - We will ship all Os For every 1, we will see the do result += 1+ min (grid [i-1][j], grid [i][j-1] grid [i-1][j-1 too-tell

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	-> The idea is that since we know that			
1331	1 + min (grid[i-17[i], grid[i][i-1], grid[r-1][i-1] is the max. length of square that can also be formed using the current 1.			
	Say, 1 71			
	1 + min ()	(1.1)		
	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	=1		
	= 2			
Denotes that I square is mode alor		e by Hus	1.	
	and I square of tide 2 units it made with the previous 1s.  to in total 1+1=2 squares can be used from this europe.			
	say o		3	
	= 1 + 0			
	= 1			
	Therei no way of expanding the previous revene of Lic woing this current square, pince a Doxiste. to only I square mode using the current 1' is considered.			
-	- CODE:			
	int appares 0;  for (int i=0), 1 < grid (int); 1++)  for (int j=0); 1 < grid (int) = 1++  } if (grid (int) [i] = 0) continue;  else res squares += (grid (int) = 1+ min( i grid (i-1)),  grid (int) = 1, grid (int) = 1);  }  return squares;			

