**SOLUTION**

class Solution {

public:

int lastStoneWeight(vector<int>& stones) {

priority\_queue<int> q;

for(int i:stones) q.push(i);

while(q.size()>0){

if(q.size()==1)

return q.top();

int i=q.top();

q.pop();

int j=q.top();

q.pop();

if(i-j>0){

q.push(i-j);

}

}

return 0;

}

};

**TIME COMPLEXITY: O(N)**

**SPACE COMPLEXITY: O(N)**