I created the count and index zero. In count we store the number of buildings that near to my block and that returned

the location (the index) of the block that's most optimal for me. I created the for loop up to the length of the blocks.

This for loop ends when all the blocks will be ended I will have to check weather that how many building near to block.

blocks[i] through this i reached up to the blocks and blocks[i][reqs[j]] through this i reached to the building.

and created the temp for storing the number of buildings that near of the individual block than I created the for loop up to reqs

length that particular building is near to my block or not if the building is near to my block than it update the value of temp.

This loop run up to no of building near to blocks. Than i check that temp is greater than count or not if temp value is greater than

than we update the value count and also update the value of index. After the ending the first for loop we return the index value.