

Q1. The King's Feast

The King has n plates of food, each with a certain quantity. He wants to know the maximum food plate.

- **Input:** $n=5$, $arr=[2,7,1,9,5]$
- **Output:** 9
- **Constraints:** $1 \leq n \leq 10^5$, $-10^9 \leq arr[i] \leq 10^9$

CODE :-

```
import java.util.Scanner;

public class The_Kings_Feast {
    @Contract(pure = true)
    static int max( @NotNull int a1[]){ 1 usage
        int max1=0;
        for(int i=0; i<a1.length; i++){
            if(max1<a1[i]){
                max1=a1[i];
            }
        }
        return max1;
    }

    public static void main(String[] args) {
        Scanner sc= new Scanner(System.in);
        //      System.out.println("Enter the value of n : ");
        int n=sc.nextInt();
        int arr[]= new int[n];
        for(int i=0; i<n ;i++){
            arr[i]=sc.nextInt();
        }
        System.out.print(max(arr));
    }
}
```

OUTPUT :-

```
5
2 7 1 9 5
9
Process finished with exit code 0
```

Q2. The Lost Soldier

In the battlefield, soldiers are numbered $0 \dots n$. One soldier is missing. Find him.

- **Input:** $n=5$, $arr=[0,1,2,4,5]$
- **Output:** 3
- **Constraints:** $O(n)$ or $O(\log n)$ solution required.

CODE :-

```
import java.util.Scanner;

public class The_Lost_Soldier {
    @Contract(pure = true)
    static int search( @NotNull int a1[]){ 1 usage
        int n=a1.length;
        int sum=0;
        for(int i=0; i<n; i++){
            sum=sum+a1[i];
        }
        int totalSum=n*(n+1)/2;
        return Math.abs(totalSum-sum);
    }

    public static void main(String[] args) {
        Scanner sc= new Scanner(System.in);
        //      System.out.println("Enter the value of n : ");
        int n=sc.nextInt();
        int arr[]=new int[n];
        for(int i=0; i<n; i++){
            arr[i]=sc.nextInt();
        }
        System.out.print(search(arr));
    }
}
```

OUTPUT :-

```
5
0 1 2 4 5
3
Process finished with exit code 0
```

Q3. Potion Mixing (Two Sum)

A wizard wants to mix two potions whose strengths add up to **target**.

- **Input:** $n=4$, $arr=[3,2,4,7]$, $target=6$
- **Output:** Indices (1,2)
- **Constraints:** $1 \leq n \leq 10^5$, $-10^9 \leq arr[i] \leq 10^9$

CODE :-

```
import java.util.Scanner;
public class Position_Mixing {
    static void indces( @NotNull int a1[], int target){ 1 usage
        boolean flag=false;
        for(int i=0; i< a1.length; i++){
            for(int j=i+1; j<a1.length; j++){
                if(a1[i]+a1[j]==target){
                    System.out.print("Indces (" +i+", "+j+")");
                    flag=false;
                    break;
                }else{
                    flag=true;
                }
            }
            if(flag==false){
                break;
            }
        }
        if(flag){
            System.out.print(-1);
        }
    }

    public static void main(String[] args) {
        Scanner sc= new Scanner(System.in);
        int n=sc.nextInt();
        int arr[]= new int[n];
        for(int i=0; i<n; i++){
            arr[i]=sc.nextInt();
        }
        int tar= sc.nextInt();
        indces(arr,tar);
    }
}
```

OUTPUT :-

```
4
3 2 4 7
6
Indces (1,2)
Process finished with exit code 0
```

Q4. The Secret Message

A spy wrote a secret message as numbers. To decode it, reverse the array.

- **Input:** `arr=[1,2,3,4]`
- **Output:** `[4,3,2,1]`

CODE :-

```
import java.util.Scanner;
public class The_Secret_Message {
    @Contract("_ -> param1")
    static int @NotNull [] reverse( @NotNull int a1[]){ 1 usage
        int temp=0;
        int j=a1.length-1;
        for(int i=0; i<a1.length/2; i++){
            temp=a1[i];
            a1[i]=a1[j];
            a1[j]=temp;
            j--;
        }
        return a1;
    }

    public static void main(String[] args) {
        Scanner sc= new Scanner(System.in);
        int n=sc.nextInt();
        int arr[]= new int[n];
        for( int i=0; i<n; i++){
            arr[i]=sc.nextInt();
        }
        int a2[]=reverse(arr);
        for(int i=0; i<a2.length; i++){
            System.out.print(a2[i]+" ");
        }
    }
}
```

OUTPUT :-

```
4
1 2 3 4
4 3 2 1
Process finished with exit code 0
```

Q5. The King's Parade

Soldiers stand in line. Check if their heights are **sorted in non-decreasing order**.

- Input: `arr=[1,3,5,7]` → Output: `true`
- Input: `arr=[3,2,1]` → Output: `false`

CODE :-

```
import java.util.Scanner;
public class The_Kings_Parade {
    @Contract(pure = true)
    static boolean check(@NotNull int a1[]){ 1 usage
        boolean flag=false;
        for(int i=0; i< a1.length-1; i++){
            if(a1[i]<=a1[i+1]){
                flag=true;
            }else{
                flag=false;
                break;
            }
        }
        return flag;
    }
    public static void main(String[] args) {
        Scanner sc=new Scanner(System.in);
        int n= sc.nextInt();
        int arr[]=new int[n];
        for(int i=0; i<n; i++){
            arr[i]=sc.nextInt();
        }
        System.out.print(check(arr));
    }
}
```

OUTPUT :-

```
4
1 3 5 7
true
Process finished with exit code 0
```

```
3
3 2 1
false
Process finished with exit code 0
```

Q6. The Treasure Island

Each island grid has gold. Find the island row with **maximum gold**.

Input:

```
3 3
1 2 3
4 5 6
7 8 9
```

- **Output:** Row 2 (sum=24)

CODE :-

```
import java.util.Scanner;
public class The_Treasure_Island {
    static void maximumGold(@NotNull int a1[][]){ 1 usage
        int max=0;
        int row=-1;
        for(int i=0; i<a1.length; i++){
            int sum=0;
            for(int j=0; j<a1[0].length; j++){
                sum=sum+a1[i][j];
            }
            if(max<sum){
                max=sum;
                row=i;
            }
        }
        System.out.print("Row "+row+" (Sum="+max+"");
    }
    public static void main(String[] args) {
        Scanner sc= new Scanner(System.in);
        int n=sc.nextInt();
        int m=sc.nextInt();
        int arr[][] =new int[n][m];
        for(int i=0; i<n; i++){
            for(int j=0; j<m; j++){
                arr[i][j]=sc.nextInt();
            }
        }
        maximumGold(arr);
    }
}
```

OUTPUT :-

```
3 3
1 2 3
4 5 6
7 8 9
Row 2 (Sum=24)
Process finished with exit code 0
```

Q7. The Spiral Library

The King built a library where books are kept in spiral shelves. Print them in **spiral order**.

Input:

```
3 3
1 2 3
4 5 6
7 8 9
```

- Output: [1,2,3,6,9,8,7,4,5]

CODE :-

```
import java.util.Scanner;
public class The_Spiral_Library {
    static void spiral(@NotNull int matrix[][]){ 1 usage
        int rowStart = 0;
        int rowEnd = matrix.length - 1;
        int colStart = 0;
        int colEnd = matrix[0].length - 1;
        while (rowStart <= rowEnd && colStart <= colEnd) {
            for (int col = colStart; col <= colEnd; col++) {
                System.out.print(matrix[rowStart][col] + " ");
            }
            rowStart++;
            for (int row = rowStart; row <= rowEnd; row++) {
                System.out.print(matrix[row][colEnd] + " ");
            }
            colEnd--;
            if (rowStart <= rowEnd) {
                for (int col = colEnd; col >= colStart; col--) {
                    System.out.print(matrix[rowEnd][col] + " ");
                }
                rowEnd--;
            }
            if (colStart <= colEnd) {
                for (int row = rowEnd; row >= rowStart; row--) {
                    System.out.print(matrix[row][colStart] + " ");
                }
                colStart++;
            }
        }
    }
}
```

```
public static void main(String[] args) {
    Scanner sc= new Scanner(System.in);
    int n=sc.nextInt();
    int m=sc.nextInt();
    int mat[][]= new int[n][m];
    for(int i=0; i<n; i++){
        for(int j=0; j<m; j++){
            mat[i][j]=sc.nextInt();
        }
    }
    spiral(mat);
}
```


OUTPUT :-

```
3 3
1 2 3
4 5 6
7 8 9
1 2 3 6 9 8 7 4 5
Process finished with exit code 0
```

Q8. The Royal Diagonal

In a royal hall represented as a square, find **sum of both diagonals**.

Input:

```
3 3
1 2 3
4 5 6
7 8 9
```

- **Output:** $1+5+9=15$, $3+5+7=15$

CODE :-

```
import java.util.Scanner;
public class The_Royal_Diagonal {
    static void diagonal(@NotNull int matrix[][]){ 1 usage
        int d1=0;
        for(int i=0; i< matrix.length; i++){
            d1=d1+matrix[i][i];
        }
        int d2=0;
        int i=0;
        for(int j=matrix.length-1; j>=0; j--){
            d2=d2+matrix[i][j];
            i++;
        }
        System.out.print("d1 = "+d1+" , d2 = "+d2);
    }
    public static void main(String[] args) {
        Scanner sc= new Scanner(System.in);
        int n=sc.nextInt();
        int m=sc.nextInt();
        int mat[][]= new int[n][m];
        for(int i=0; i<n; i++){
            for(int j=0; j<m; j++){
                mat[i][j]=sc.nextInt();
            }
        }
        diagonal(mat);
    }
}
```

OUTPUT :-

```
3 3
1 2 3
4 5 6
7 8 9
d1 = 15 , d2 = 15
Process finished with exit code 0
```

Q9. The Messenger's Path

A messenger wants to go from (0,0) to (n-1,m-1). Cells with 1 are blocked. Can he reach?

Input:

```
3 3
0 0 0
0 1 0
0 0 0
```

- **Output:** true

CODE :-

```
import java.util.Scanner;
public class The_Messengers_Path {
    static int n, m; // 6 usages
    static int[][] grid; // 3 usages
    static boolean[][] visited; // 3 usages
    public static boolean dfs(int x, int y) { // 5 usages
        if (x < 0 || y < 0 || x >= n || y >= m || grid[x][y] == 1 || visited[x][y]) {
            return false;
        }
        if (x == n - 1 && y == m - 1) {
            return true;
        }
        visited[x][y] = true;
        return dfs(x + 1, y) || dfs(x - 1, y) || dfs(x, y + 1) || dfs(x, y - 1);
    }
    public static void main(String[] args) {
        Scanner sc = new Scanner(System.in);
        n = sc.nextInt();
        m = sc.nextInt();
        grid = new int[n][m];
        visited = new boolean[n][m];
        for (int i = 0; i < n; i++) {
            for (int j = 0; j < m; j++) {
                grid[i][j] = sc.nextInt();
            }
        }
        System.out.print(dfs(0, 0));
    }
}
```

OUTPUT :-

```
3 3
0 0 0
0 1 0
0 0 0
true
Process finished with exit code 0
```

Q10. The Rainwater Pond

Count the number of water ponds in a village (1 = water, 0 = land).

Input:

```
3 3
1 0 1
0 1 0
1 0 1
```

- **Output:** 5

CODE :-

```
import java.util.Scanner;
public class The_Rainwater_Pond {
    @Contract(pure = true)
    static int count( @NotNull int matrix[][]){ 1 usage
        int ct=0;
        for(int i=0; i< matrix.length; i++){
            for(int j=0; j< matrix[0].length; j++){
                if(matrix[i][j]>0){
                    ct++;
                }
            }
        }
        return ct;
    }

    public static void main(String[] args) {
        Scanner sc= new Scanner(System.in);
        int n=sc.nextInt();
        int m=sc.nextInt();
        int mat[][]= new int[n][m];
        for(int i=0; i<n; i++){
            for(int j=0; j<m; j++){
                mat[i][j]=sc.nextInt();
            }
        }
        System.out.print(count(mat));
    }
}
```

OUTPUT :-

```
3 3
1 0 1
0 1 0
1 0 1
5
Process finished with exit code 0
```

Q11. Tower of Temples (Hanoi)

Temples have n golden disks. Move them from source \rightarrow destination using helper temple. Return moves.

- Input: $n=3$
- Output: 7

CODE :-

```
import java.util.Scanner;
public class Tower_Of_Hanoi {
    static int solve(int n, char S, char A, char D){ 3 usages
        if(n==1){
            return 1;
        }
        int num=0;
        num=num+solve(n: n-1,S,A,D);
        num=num+solve(n: n-1,D,A,S);
        return num+1;
    }
    public static void main(String[] args) {
        Scanner sc= new Scanner(System.in);
        int n=sc.nextInt();
        System.out.print(solve(n, S: 'A', A: 'B', D: 'C'));
    }
}
```

OUTPUT :-

```
3
7
Process finished with exit code 0
```

Q12. The Magical Staircase

A child climbs 1 or 2 steps. Find number of ways to reach step **n**.

- Input: **n=4**
- Output: **5**

CODE:-

```
import java.util.Scanner;
public class The_Magical_Staircase {
    @Contract(pure = true)
    static int ways(int n1){ 1 usage
        if (n1 <= 1)
            return 1;
        int a = 1, b = 1, c = 0;
        for (int i = 2; i <= n1; i++) {
            c = a + b;
            a = b;
            b = c;
        }
        return b;
    }
    public static void main(String[] args) {
        Scanner sc= new Scanner(System.in);
        int n=sc.nextInt();
        System.out.print(ways(n));
    }
}
```

OUTPUT :-

```
4
5
Process finished with exit code 0
```

Q13. The Sorcerer's Spell

Reverse a string using recursion.

- **Input:** abc
- **Output:** cba

CODE :-

```
import java.util.Scanner;
public class The_Sorcerers_Spell {
    static void reverseString(String S, int n){ 2 usages
        if(n<=0){
            return;
        }
        System.out.print(S.charAt(n-1));
        reverseString(S, n-1);
    }
    public static void main(String[] args) {
        Scanner sc= new Scanner(System.in);
        String s= sc.next();
        reverseString(s,s.length());
    }
}
```

OUTPUT :-

```
abc
cba
Process finished with exit code 0
```

Q14. The Dragon's Roar

Print numbers 1 to n using recursion.

- **Input:** n=5
- **Output:** 1 2 3 4 5

CODE :-

```
import java.util.Scanner;

public class The_Dragons_Roar {
    static void print(int n){ 2 usages
        if(n==1){
            System.out.print(1+" ");
            return;
        }
        print(n-1);
        System.out.print(n+" ");
    }
    public static void main(String[] args) {
        Scanner sc= new Scanner(System.in);
        int n1=sc.nextInt();
        print(n1);
    }
}
```

OUTPUT :-

```
5
1 2 3 4 5
Process finished with exit code 0
```

Q15. The Hidden Chamber

Find sum of array elements using recursion.

- **Input:** arr=[1,2,3,4]
- **Output:** 10

CODE :-

```
import java.util.Scanner;

public class The_Hidden_Chamber {
    @Contract(pure = true)
    static int arraySum(int arr[],int n){ 2 usages
        if(n==0){
            return arr[0];
        }
        int sum=arr[n]+arraySum(arr, n-1);
        return sum;
    }
    public static void main(String[] args) {
        Scanner sc= new Scanner(System.in);
        int m=sc.nextInt();
        int a[]=new int[m];
        for(int i=0; i<m; i++){
            a[i]=sc.nextInt();
        }
        System.out.print(arraySum(a, n: a.length-1));
    }
}
```

OUTPUT :-

```
4
1 2 3 4
10
Process finished with exit code 0
```

Q16. The Ancient Scroll

Search for a scroll ID in the archive.

- **Input:** arr=[2,5,7,8], key=7
- **Output:** 2

CODE :-

```
import java.util.Scanner;

public class The_Ancient_Scroll {
    @Contract(pure = true)
    static int scrollID( @NotNull int a1[], int target){ 1 usage
        int index=-1;
        for(int i=0; i<a1.length; i++){
            if(a1[i]==target){
                index=i;
                break;
            }
        }
        return index;
    }

    public static void main(String[] args) {
        Scanner sc= new Scanner(System.in);
        int n=sc.nextInt();
        int arr[]= new int[n];
        for(int i=0; i<n; i++){
            arr[i]=sc.nextInt();
        }
        System.out.print("key : ");
        int key= sc.nextInt();
        System.out.print(scrollID(arr,key));
    }
}
```

OUTPUT :-

```
4
2 5 7 8
key : 7
2
Process finished with exit code 0
```

Q17. The Farmer's Basket

Find if a fruit (number) exists in the basket.

- Input: arr=[10,20,30], key=25
- Output: -1

CODE :-

```
import java.util.Scanner;

public class The_Farmers_Basket {
    @Contract(pure = true)
    static int fruit( @NotNull int a1[], int n){ 1 usage
        int ans=-1;
        for(int i=0; i<a1.length; i++){
            if(a1[i]==n){
                ans=1;
                break;
            }
        }
        return ans;
    }

    public static void main(String[] args) {
        Scanner sc= new Scanner(System.in);
        int n=sc.nextInt();
        int arr[]= new int[n];
        for(int i=0; i<n; i++){
            arr[i]=sc.nextInt();
        }
        System.out.print("Key : ");
        int key= sc.nextInt();
        System.out.print(fruit(arr,key));
    }
}
```

OUTPUT :-

```
3
10 20 30
Key : 25
-1
Process finished with exit code 0
```

Q18. The Secret Door

Doors are numbered in increasing order. Find target door using binary search.

- **Input:** arr=[1,3,5,7,9], key=7
- **Output:** 3

CODE :-

```
import java.util.Scanner;
public class The_Secret_Door {
    @Contract(pure = true)
    static int findingDoor( @NotNull int a1[], int n){ 1 usage
        int start=0;
        int end=a1.length-1;
        while(start<=end){
            int mid=start+(end-start)/2;
            if(a1[mid]==n){
                return mid;
            } else if (a1[mid]<n) {
                start=mid+1;
            }else{
                end=mid-1;
            }
        }
        return -1;
    }
    public static void main(String[] args) {
        Scanner sc= new Scanner(System.in);
        int n= sc.nextInt();
        int arr[]= new int[n];
        for(int i=0; i<n; i++){
            arr[i]=sc.nextInt();
        }
        System.out.print("Key : ");
        int key=sc.nextInt();
        System.out.println("Binary Search ..... ");
        System.out.print(findingDoor(arr,key));
    }
}
```

OUTPUT :-

```
5
1 3 5 7 9
Key : 7
Binary Search .....
3
Process finished with exit code 0
```

Q19. The Archer's Range

Find the **first occurrence** of an arrow's distance.

- **Input:** arr=[1,2,2,2,3], key=2
- **Output:** 1

CODE :-

```
import java.util.Scanner;

public class The_Archers_Range {
    @Contract(pure = true)
    static int firstOccurance( @NotNull int a1[], int n){ 1 usage
        int start=0;
        int end=a1.length-1;
        while(start<=end){
            int mid=start+(end-start)/2;
            if(a1[mid]<n){
                return a1[mid];
            } else if (a1[mid]==n) {
                end=mid-1;
            }else{
                start=mid+1;
            }
        }
        return -1;
    }

    public static void main(String[] args) {
        Scanner sc= new Scanner(System.in);
        int n=sc.nextInt();
        int arr[]=new int[n];
        for(int i=0; i<n; i++){
            arr[i]=sc.nextInt();
        }
        System.out.print("Key : ");
        int key=sc.nextInt();
        System.out.print(firstOccurance(arr,key));
    }
}
```

OUTPUT :-

```
5
1 2 2 2 3
Key : 2
1
Process finished with exit code 0
```

Q20. The Treasure Chest

Find the **last occurrence** of a key using binary search.

- **Input:** arr=[1,2,2,2,3], key=2
- **Output:** 3

CODE :-

```
import java.util.Scanner;

public class The_Treasure_Chest {
    @Contract(pure = true)
    static int lastOccurance( @NotNull int a[], int n){ 1 usage
        int start=0;
        int end=a.length-1;
        while(start<=end){
            int mid=start+(end-start)/2;
            if(a[mid]>n){
                return a[mid];
            } else if (a[mid]==n) {
                start=mid+1;
            }else{
                end=mid-1;
            }
        }
        return -1;
    }

    public static void main(String[] args) {
        Scanner sc= new Scanner(System.in);
        int n=sc.nextInt();
        int arr[]=new int[n];
        for(int i=0; i<n; i++){
            arr[i]=sc.nextInt();
        }
        System.out.print("Key : ");
        int key=sc.nextInt();
        System.out.print(lastOccurance(arr,key));
    }
}
```

OUTPUT :-

```
5
1 2 2 2 3
Key : 2
3
Process finished with exit code 0
```

Q21. The **first index** where the element is **greater than or equal to** the target.

- If element is found → return its first occurrence.
- If not found → return position where it can be inserted.
- If not possible → return **n** (array size).

Example

Array = [1, 2, 4, 6, 6, 8], target = 6

- Lower bound = index **3** (first 6).

Array = [1, 2, 4, 6, 6, 8], target = 5

- Lower bound = index **3** (as 6 is the first ≥ 5).

CODE :-

```
import java.util.Scanner;

public class _21_FirstIndex {
    @Contract(pure = true)
    static int firstIndex(@NotNull int a1[], int n){ 1 usage
        int start=0;
        int end=a1.length-1;
        int ans=a1.length;
        while(start<=end){
            int mid=start+(end-start)/2;
            if(a1[mid]>=n){
                ans=mid;
                end=mid-1;
            } else{
                start=mid+1;
            }
        }
        return ans;
    }

    public static void main(String[] args) {
        Scanner sc= new Scanner(System.in);
        int n=sc.nextInt();
        int arr[]=new int[n];
        for(int i=0; i<n; i++){
            arr[i]=sc.nextInt();
        }
        System.out.print("Key : ");
        int key=sc.nextInt();
        System.out.print("Index : "+firstIndex(arr,key));
    }
}
```

OUTPUT :-

```
6
1 2 4 6 6 8
Key : 6
Index : 3
Process finished with exit code 0
```

```
6
1 2 4 6 6 8
Key : 5
Index : 3
Process finished with exit code 0
```

Q22. The **first index** where the element is **strictly greater** than the target.

- If all elements \leq target \rightarrow return **n**.

Example

Array = [1, 2, 4, 6, 6, 8], target = 6

- Upper bound = index **5** (first element greater than 6 is 8).

Array = [1, 2, 4, 6, 6, 8], target = 7

- Upper bound = index **5** (8 is first $>$ 7).

CODE :-

```
import java.util.Scanner;

public class _22_First_Index {
    @Contract(pure = true)
    static int firstIndex( @NotNull int a1[], int n){ 1 usage
        int start=0;
        int end=a1.length-1;
        int ans=a1.length;
        while(start<=end){
            int mid=start+(end-start)/2;
            if(a1[mid]>n){
                ans=mid;
                end=mid-1;
            } else{
                start=mid+1;
            }
        }
        return ans;
    }

    public static void main(String[] args) {
        Scanner sc= new Scanner(System.in);
        int n=sc.nextInt();
        int arr[]=new int[n];
        for(int i=0; i<n; i++){
            arr[i]=sc.nextInt();
        }
        System.out.print("Key : ");
        int key=sc.nextInt();
        System.out.print("Index : "+firstIndex(arr,key));
    }
}
```

OUTPUT :-

```
6
1 2 4 6 6 8
Key : 6
Index : 5
Process finished with exit code 0
```

```
6
1 2 4 6 6 8
Key : 7
Index : 5
Process finished with exit code 0
```

Q23. The **smallest element \geq target** (actual value, not index).

- If no such element exists \rightarrow return **-1**.

Example

Array = [1, 2, 4, 6, 6, 8], target = 5

- Ceil = 6.

Array = [1, 2, 4, 6, 6, 8], target = 9

CODE :-

```
public class _23_CeilingNumber {
    @Contract(pure = true)
    static int ceil(@NotNull int a1[], int n){ 1 usage
        int start=0;
        int end=a1.length-1;
        int ans=-1;
        while(start<=end){
            int mid=start+(end-start)/2;
            if(a1[mid]>=n){
                ans=a1[mid];
                end=mid-1;
            } else{
                start=mid+1;
            }
        }
        return ans;
    }

    public static void main(String[] args) {
        Scanner sc= new Scanner(System.in);
        int n=sc.nextInt();
        int arr[]=new int[n];
        for(int i=0; i<n; i++){
            arr[i]=sc.nextInt();
        }
        System.out.print("Key : ");
        int key=sc.nextInt();
        System.out.print(ceil(arr,key));
    }
}
```

OUTPUT :-

```
6
1 2 4 6 6 8
Key : 5
6
Process finished with exit code 0
```

```
6
1 2 4 6 6 8
Key : 9
-1
Process finished with exit code 0
```

Q24. The largest element \leq target.

- If no such element exists \rightarrow return **-1**.

Example

Array = [1, 2, 4, 6, 6, 8], target = 5

- Floor = 4.

Array = [1, 2, 4, 6, 6, 8], target = 0

- Floor = **-1** (no element \leq 0).

CODE :-

```
import java.util.Scanner;

public class _24_Floor_Number {
    @Contract(pure = true)
    static int floor(@NotNull int a[], int n){ 1 usage
        int start=0;
        int end=a.length-1;
        int ans=-1;
        while(start<=end){
            int mid=start+(end-start)/2;
            if(a[mid]<=n){
                ans=a[mid];
                start=mid+1;
            } else{
                end=mid-1;
            }
        }
        return ans;
    }

    public static void main(String[] args) {
        Scanner sc= new Scanner(System.in);
        int n=sc.nextInt();
        int arr[]=new int[n];
        for(int i=0; i<n; i++){
            arr[i]=sc.nextInt();
        }
        System.out.print("Key : ");
        int key=sc.nextInt();
        System.out.print(floor(arr,key));
    }
}
```

OUTPUT :-

```
6
1 2 4 6 6 8
Key : 5
4
Process finished with exit code 0
```

Q25. The Treasure Map (Linear Search)

A treasure map is represented as a grid $n \times m$. Each cell contains a number.
The King wants to know if the treasure (target) exists on the map.

- **Input:**

$n=3, m=3$

matrix = [[1,2,3], [4,5,6], [7,8,9]]

target = 5

- **Output:** Yes
- **Constraints:** $1 \leq n, m \leq 500, -10^6 \leq \text{matrix}[i][j] \leq 10^6$

CODE :-

```
import java.util.Scanner;
public class The_Treasure_MapLinearSearch {
    @Contract(pure = true)
    static boolean search( @NotNull int a1[ ][ ], int target){ 1 usage
        boolean flag=false;
        for(int i=0; i<a1.length; i++){
            for(int j=0; j<a1[0].length; j++){
                if(a1[i][j]==target){
                    flag=true;
                }
            }
        }
        if(flag) break;
    }
    return flag;
}

public static void main(String[] args) {
    Scanner sc= new Scanner(System.in);
    int n= sc.nextInt();
    int m= sc.nextInt();
    int arr[ ][ ]= new int[n][m];
    for(int i=0; i<n; i++){
        for(int j=0; j<m; j++){
            arr[i][j]=sc.nextInt();
        }
    }
    System.out.print("target : ");
    int key=sc.nextInt();
    if(search(arr,key)){
        System.out.print("Yes");
    }else{
        System.out.print("No");
    }
}
}
```

OUTPUT :-

```
3 3
1 2 3
4 5 6
7 8 9
target : 5
Yes
Process finished with exit code 0
```

Q26. The Magical Scrolls (Linear Search Return Index)

In the royal library, scrolls are arranged in a 2D cabinet of size $n \times m$.

Find the row and column of the scroll with ID = target. If not found, return $(-1,-1)$.

- **Input:**

```
matrix = [[10,20,30], [40,50,60], [70,80,90]]
```

```
target = 60
```

- **Output:** (1,2)
- **Constraints:** $1 \leq n,m \leq 1000$

CODE :-

```
import java.util.Scanner;
public class The_Magical_ScrollsLinearSearchReturnIndex {
    static void search(@NotNull int a1[][], int target){ 1 usage
        boolean flag=false;
        for(int i=0; i<a1.length; i++){
            for(int j=0; j<a1[0].length; j++){
                if(a1[i][j]==target){
                    System.out.print(""+i+", "+j+"");
                    flag=true;
                    break;
                }
            }
            if(flag){
                break;
            }
        }
        if(flag==false){
            System.out.print(""+-1+", "+-1+"");
        }
    }

    public static void main(String[] args) {
        Scanner sc= new Scanner(System.in);
        int n= sc.nextInt();
        int m= sc.nextInt();
        int arr[][]= new int[n][m];
        for(int i=0; i<n; i++){
            for(int j=0; j<m; j++){
                arr[i][j]=sc.nextInt();
            }
        }
        System.out.print("target : ");
        int key=sc.nextInt();
        search(arr,key);
    }
}
```

OUTPUT :-

```
3 3
10 20 30
40 50 60
70 80 90
target : 60
(1,2)
Process finished with exit code 0
```

Q27. The Battle Formation (Binary Search - Flattened)

Soldiers stand in a grid formation. Their strengths are sorted row-wise **and** the first element of each row is greater than the last of the previous row.

The commander wants to know if a soldier with strength x exists.

- **Input:**

```
matrix = [[1,3,5], [7,10,11], [16,20,30]]
```

```
target = 10
```

- **Output:** True
- **Constraints:** $1 \leq n, m \leq 300$

CODE :-

```
import java.util.Scanner;

public class The_Battle_Formation {
    @Contract(pure = true)
    static boolean search1(@NotNull int mat[][], int target){ 1 usage
        int m= mat.length;
        int n=mat[0].length;
        int start=0;
        int end=m-1;

        while(start<=end){
            int mid1=start+(end-start)/2;
            if(target >= mat[mid1][0] && target <= mat[mid1][n-1]){
                return search2(mat,target,mid1);
            } else if (target >= mat[mid1][n-1]) {
                start=mid1+1;
            } else {
                end=mid1-1;
            }
        }
        return false;
    }

    static boolean search2(@NotNull int mat[][], int target, int row){ 1 usage
        int n=mat[0].length;
        int st=0;
        int ed=n-1;

        while(st<=ed){
            int mid2=st+(ed-st)/2;
            if(target == mat[row][mid2]){
                return true;
            } else if (target>mat[row][mid2]) {
                st=mid2+1;
            } else{
                ed=mid2-1;
            }
        }
        return false;
    }

    public static void main(String[] args) {
        Scanner sc=new Scanner(System.in);
        int n= sc.nextInt();
        int m= sc.nextInt();
        int matrix[][]=new int[n][m];
        for(int i=0; i<n; i++){
            for(int j=0; j<m; j++){
                matrix[i][j]=sc.nextInt();
            }
        }
        int tar=sc.nextInt();
        System.out.print(search1(matrix,tar));
    }
}
```


OUTPUT :-

```
3 3
1 3 5
7 10 11
16 20 30
10
true
Process finished with exit code 0
```

Q28. The Queen's Jewels (Binary Search First Occurrence)

The Queen's jewels are stored in a 2D sorted grid. She wants to find the **first position** of a jewel type x .

- **Input:**

```
matrix = [[1,2,2], [3,4,4], [5,6,7]]
```

```
target = 4
```

- **Output:** (1,1)
- **Constraints:** $1 \leq n, m \leq 1000$

CODE :-

```
import java.util.Scanner;

public class The_Queens_Jewels {
    static void search1(@NotNull int mat[][], int target) { 1 usage
        int m = mat.length;
        int n = mat[0].length;
        int start = 0;
        int end = m - 1;

        while (start <= end) {
            int mid1 = start + (end - start) / 2;
            if (target >= mat[mid1][0] && target <= mat[mid1][n - 1]) {
                search2(mat, target, mid1);
                return;
            } else if (target >= mat[mid1][n - 1]) {
                start = mid1 + 1;
            } else {
                end = mid1 - 1;
            }
        }
    }
}
```

```
static void search2(@NotNull int mat[][], int target, int row) { 1 usage
    int n = mat[0].length;
    int st = 0;
    int ed = n - 1;
    int i = -1;
    int j = -1;
    while (st <= ed) {
        int mid2 = st + (ed - st) / 2;
        if (target == mat[row][mid2]) {
            i = row;
            j = mid2;
            ed = mid2 - 1;
        } else if (target > mat[row][mid2]) {
            st = mid2 + 1;
        } else {
            ed = mid2 - 1;
        }
    }
    System.out.print("(" + i + "," + j + ")");
}
```

```
public static void main(String[] args) {
    Scanner sc = new Scanner(System.in);
    int n = sc.nextInt();
    int m = sc.nextInt();
    int matrix[][] = new int[n][m];
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < m; j++) {
            matrix[i][j] = sc.nextInt();
        }
    }
    int tar = sc.nextInt();
    search1(matrix, tar);
}
```

OUTPUT :-

```
3 3
1 2 2
3 4 4
5 6 7
4
(1,1)
Process finished with exit code 0
```

Q29. The Hidden Scrolls (Staircase Search)

The King hides scrolls in a 2D matrix where rows and columns are **sorted**.

Find if a scroll with ID x exists. Use $O(n+m)$ method (start from top-right corner).

- **Input:**

```
matrix = [[1,4,7,11], [2,5,8,12], [3,6,9,16], [10,13,14,17]]
```

```
target = 6
```

- **Output:** True
- **Constraints:** $1 \leq n, m \leq 1000$

CODE :-

```
import java.util.Scanner;
public class The_Hidden_ScrollsStaircaseSearch {
    @Contract(pure = true)
    static boolean staircaseSearch(@NotNull int mat[][], int target){ 1 usage
        int m=mat.length;
        int n=mat[0].length;
        int i=0;
        int j=n-1;
        while(i<n && j>=0){
            if(mat[i][j]==target){
                return true;
            }else if(mat[i][j]>target){
                j--;
            }else {
                i++;
            }
        }
        return false;
    }

    public static void main(String[] args) {
        Scanner sc = new Scanner(System.in);
        int n = sc.nextInt();
        int m = sc.nextInt();
        int matrix[][] = new int[n][m];
        for (int i = 0; i < n; i++) {
            for (int j = 0; j < m; j++) {
                matrix[i][j] = sc.nextInt();
            }
        }
        int tar = sc.nextInt();
        System.out.print(staircaseSearch(matrix,tar));
    }
}
```

OUTPUT :-

```
4 4
1 4 7 11
2 5 8 12
3 6 9 16
10 13 14 17
6
true
Process finished with exit code 0
```

Q30. The Magic Portal (Binary Search 2D)

A wizard created portals in a 2D grid sorted in ascending order row-wise and column-wise. To activate a portal, he must find a specific number x .

Return "Activated" if found else "Failed".

- **Input:**

matrix = [[1, 2, 8], [3, 6, 10], [7, 9, 12]]

target = 9

- **Output:** Activated
- **Constraints:** $1 \leq n, m \leq 500$

CODE :-

```
import java.util.Scanner;
public class The_Magic_Portal {
    @Contract(pure = true)
    static boolean search( @NotNull int mat[][], int target){ 1 usage
        int m= mat.length;
        int n=mat[0].length;
        int i=0;
        int j=n-1;
        while(i<m && j>=0){
            if(mat[i][j]==target){
                return true;
            }else if(mat[i][j]>target){
                j--;
            }else{
                i++;
            }
        }
        return false;
    }
    public static void main(String[] args) {
        Scanner sc = new Scanner(System.in);
        int n = sc.nextInt();
        int m = sc.nextInt();
        int matrix[][] = new int[n][m];
        for (int i = 0; i < n; i++) {
            for (int j = 0; j < m; j++) {
                matrix[i][j] = sc.nextInt();
            }
        }
        int tar = sc.nextInt();
        if (search(matrix, tar)) {
            System.out.print("Activated ");
        } else {
            System.out.print("Failed");
        }
    }
}
```

OUTPUT :-

3 3

1 2 8

3 6 10

7 9 12

9

Activated

Process finished with exit code 0