Problem Link:

<https://leetcode.com/problems/minimum-operations-to-make-a-uni-value-grid/?envType=daily-question&envId=2025-03-26>

Solution:

class Solution {

public:

int minOperations(vector<vector<int>>& grid, int x) {

vector<int> v;

for(const auto& g : grid)

{

for(int e : g)

{

v.push\_back(e);

}

}

int r = v[0] % x;

for(int e : v)

{

if(e % x != r)

{

return -1;

}

}

for(int& e : v)

{

e = (e - r) / x;

}

sort(v.begin(), v.end());

int m = v[v.size() / 2];

int o = 0;

for(int e : v)

{

o += abs(e - m);

}

return o;

}

};