Problem Link:

<https://leetcode.com/problems/island-perimeter/>

Solution:

class Solution {

public:

int islandPerimeter(vector<vector<int>>& grid) {

int r = grid.size();

int c = grid[0].size();

int p = 0;

for(int i = 0; i < r; ++i)

{

for(int j = 0; j < c; ++j)

{

if(grid[i][j] == 1)

{

p += 4;

if(i > 0 && grid[i - 1][j] == 1)

p -= 2;

if(j > 0 && grid[i][j - 1] == 1)

p -= 2;

}

}

}

return p;

}

};