AlgoExpert Quad Layout Java 12px Sublime Monokai 00:00:00

Prompt Scratchpad Our Solution(s) Video Explanation Run Code

Solution 1 Solution 2 Solution 3

```
1\, // Copyright @ 2020 AlgoExpert, LLC. All rights reserved.
    import java.util.*;
 4 import java.util.stream.*;
 ^{\rm 6} \, // \rm O(n) time \mid O(n) space - where in is the length of the input array
 7 class Program {
       public static int minRewards(int[] scores) {
         int[] rewards = new int[scores.length];
10
         Arrays.fill(rewards, 1);
         List<Integer> localMinIdxs = getLocalMinIdxs(scores);
11
         for (Integer localMinIdx : localMinIdxs) {
12
13
           expandFromLocalMinIdx(localMinIdx, scores, rewards);
14
15
         return IntStream.of(rewards).sum();
16
17
18
       public static List<Integer> getLocalMinIdxs(int[] array) {
         List<Integer> localMinIdxs = new ArrayList<Integer>();
19
20
         if (array.length == 1) {
21
            localMinIdxs.add(0);
22
            return localMinIdxs;
23
24
         for (int i = 0; i < array.length; i++) {</pre>
           if (i == 0 && array[i] < array[i + 1]) localMinIdxs.add(i);</pre>
25
26
             \textbf{if} \ (\texttt{i} == \texttt{array.length} \ - \ \textbf{1} \ \&\& \ \texttt{array}[\texttt{i}] \ < \ \texttt{array}[\texttt{i} \ - \ \textbf{1}]) \ \texttt{localMinIdxs.add}(\texttt{i}); 
27
            if (i == 0 \mid \mid i == array.length - 1) continue;
28
             \textbf{if} \ (\mathsf{array}[\mathtt{i}] \ \land \ \mathsf{array}[\mathtt{i} + \mathbf{1}] \ \&\& \ \mathsf{array}[\mathtt{i}] \ \land \ \mathsf{array}[\mathtt{i} - \mathbf{1}]) \ \mathsf{localMinIdxs.add}(\mathtt{i}); 
29
30
         return localMinIdxs;
31
32
        \textbf{public static void } expandFromLocalMinIdx(int localMinIdx, int[] scores, int[] rewards) \ \{ \\
33
34
         int leftIdx = localMinIdx - 1;
35
         while (leftIdx >= 0 && scores[leftIdx] > scores[leftIdx + 1]) {
            rewards[leftIdx] = Math.max(rewards[leftIdx], rewards[leftIdx + 1] + 1);
36
37
            leftIdx--;
38
39
         int rightIdx = localMinIdx + 1;
         while (rightIdx < scores.length && scores[rightIdx] > scores[rightIdx - 1]) {
40
41
            rewards[rightIdx] = rewards[rightIdx - 1] + 1;
42
43
44
45 }
```