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

Prompt Scratchpad Our Solution(s) Video Explanation Run Code

```
1\, // Copyright @ 2020 AlgoExpert, LLC. All rights reserved.
        class Program {
                   // O(n) time | O(n) space
                    func minRewards(_ scores: [Int]) -> Int {
                             var rewards = Array(repeating: 1, count: scores.count)
                             let localMinIndices = getLocalMinIndices(scores)
  9
                             for localMinIndex in localMinIndices \{
10
                                       expandFromLocalMinIndex(localMinIndex, scores, &rewards)
11
12
13
                             return rewards.reduce(0) { $0 + $1 }
14
15
                    func getLocalMinIndices(_ scores: [Int]) -> [Int] {
16
17
                             if scores.count == 1 {
18
                                       return [0]
19
20
21
                             var localMinIndices = [Int]()
22
23
                              for i in 0 ...< scores.count {</pre>
24
                                       if i == 0 \&\& scores[i] < scores[i + 1] {
25
                                                 localMinIndices.append(i)
26
27
28
                                       if i == scores.count - 1 && scores[i] < scores[i - 1] {
29
                                                 localMinIndices.append(i)
30
31
                                       if i == 0 || i == scores.count - 1 {
32
33
                                                 continue
34
35
                                       if scores[i] < scores[i - 1], scores[i] < scores[i + 1] {</pre>
36
37
                                                 localMinIndices.append(i)
38
39
40
41
                             return localMinIndices
42
43
                    func \ expandFromLocalMinIndex(\_ localMinIndex: Int, \_ scores: [Int], \_ rewards: inout [Int]) \ \{ a to the localMinIndex (\_ localMinIndex: Int, \_ scores: [Int], \_ rewards: inout [Int]) \ \{ a to the localMinIndex (\_ localMinIndex: Int, \_ scores: [Int], \_ rewards: inout [Int]) \ \{ a to the localMinIndex (\_ localMinIndex: Int, \_ scores: [Int], \_ rewards: inout [Int]) \ \{ a to the localMinIndex (\_ localMinIndex: Int, \_ scores: [Int], \_ rewards: inout [Int]) \ \{ a to the localMinIndex (\_ localMinIndex: Int, \_ scores: [Int], \_ rewards: inout [Int]) \ \{ a to the localMinIndex (\_ localMinIndex: Int, \_ scores: [Int], \_ rewards: inout [Int]) \ \{ a to the localMinIndex (\_ localMinIndex: Int, \_ scores: [Int], \_ rewards: inout [Int]) \ \{ a to the localMinIndex (\_ localMinIndex: Int, \_ scores: [Int], \_ rewards: inout [Int]) \ \{ a to the localMinIndex (\_ localMinIndex: Int, \_ scores: [Int], \_ rewards: inout [Int], \_ scores: [Int], \_ rewards: inout [Int], \_ rewards:
44
45
                             var leftIndex = localMinIndex - 1
46
                              while leftIndex >= 0, scores[leftIndex] > scores[leftIndex + 1] {
47
                                       rewards[leftIndex] = max(rewards[leftIndex], rewards[leftIndex + 1] + 1)
48
                                       leftIndex -= 1
49
50
51
                             var rightIndex = localMinIndex + 1
52
53
                             while rightIndex < scores.count, scores[rightIndex] > scores[rightIndex - 1] {
54
```

 $\verb"rewards[rightIndex"] = \verb"rewards[rightIndex" - 1"] + 1$ 

rightIndex += 1

Solution 1

55

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Solution 2

Solution 3