AlgoExpert Quad Layout C# 12px Sublime Monokai 00:00:00

Prompt Scratchpad Our Solution(s) Video Explanation Run Code

Solution 1

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```
1\, // Copyright @ 2020 AlgoExpert, LLC. All rights reserved.
    using System;
    using System.Collections.Generic;
    public class \ Program \ \{
     // O(n^2) time | O(n) space
      public static List<int[]> DiskStacking(List<int[]> disks) {
        \label{eq:disks_sort} $$\operatorname{disk1}, \; \operatorname{disk2}) \; => \; \operatorname{disk1[2].CompareTo(disk2[2]))};
10
        int[] heights = new int[disks.Count];
        for (int i = 0; i < disks.Count; i++) \{
11
12
          heights[i] = disks[i][2];
13
        int[] sequences = new int[disks.Count];
14
15
        for (int i = 0; i < disks.Count; i++) {</pre>
16
           sequences[i] = Int32.MinValue;
17
18
        int maxHeightIdx = 0;
        for (int i = 1; i < disks.Count; i++) {</pre>
19
20
           int[] currentDisk = disks[i];
21
           for (int j = 0; j < i; j++) {
             int[] otherDisk = disks[j];
22
23
             if (areValidDimensions(otherDisk, currentDisk)) {
24
                \textbf{if} \ (\texttt{heights[i]} \ \texttt{<=} \ \texttt{currentDisk[2]} \ + \ \texttt{heights[j]}) \ \{ \\
25
                 heights[i] = currentDisk[2] + heights[j];
26
                 sequences[i] = j;
27
28
29
30
            \textbf{if} \ (\texttt{heights[i]} \ \texttt{>=} \ \texttt{heights[maxHeightIdx]}) \ \{ \\
31
             maxHeightIdx = i;
32
33
34
        return buildSequence(disks, sequences, maxHeightIdx);
35
36
37
      public static bool areValidDimensions(int[] o, int[] c) {
        38
39
40
      public static List<int[]> buildSequence(List<int[]> array, int[] sequences,
41
        int currentIdx) {
42
43
        List<int[]> sequence = new List<int[]>();
        while (currentIdx != Int32.MinValue) {
44
          sequence.Insert(0, array[currentIdx]);
45
           currentIdx = sequences[currentIdx];
46
47
        return sequence;
48
49
50 }
```