Host Nigative wordow Queue<Integer> que = new ArrayDeque(); * - for(int i=0;i<k;i++){ if(arr[i]<0){ que.offer(arr[i]); if(!que.isEmpty()){ System.out.print(que.peek()+" "); System.out.print("0"+" "); for(int i=k;i<arr.length;i++){ - if(!que.isEmpty() && que.peek()==arr[i-k]){// to remove element outside window que.poll(); - if(arr[i]<0){//add only -ve value</pre> que.offer(arr[i]); _ if(!que.isEmpty()){// print first -ve value of window System.out.print(que.peek()+" "); }else{ System.out.print("0"+" "); /* Enter your code here. Read input from STDIN. Print output to STDOUT. Your class should be na D push all -ve value of k stide

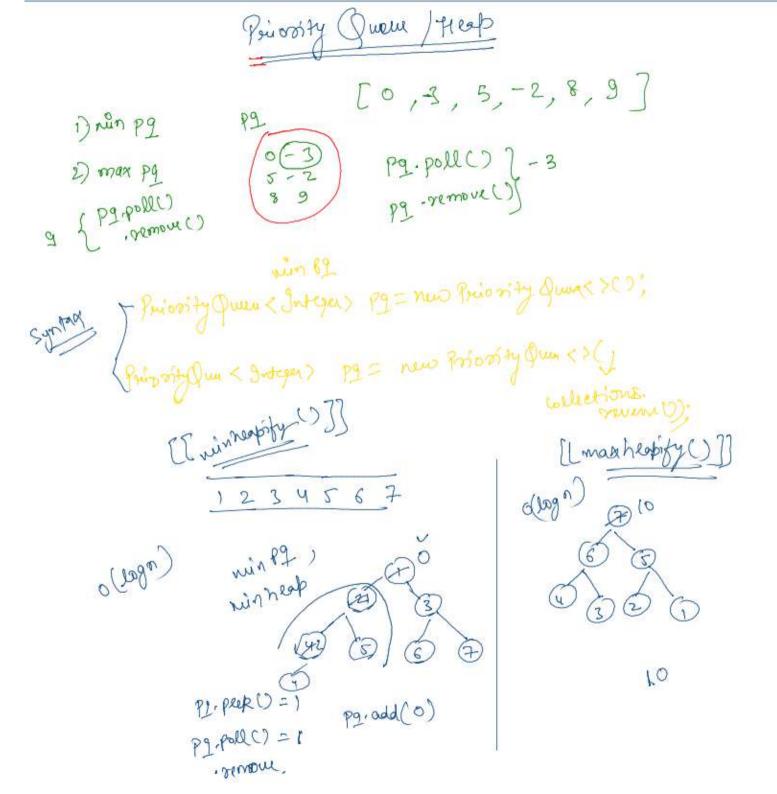
D point first -ve value for that stide

D pop -ve value outride from my

bucket

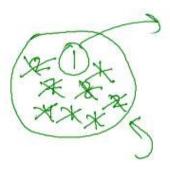
D add value to guent of -ve

point plek(); ? 0;



Qui Stone game

[274181]



```
public static void main(String[] args) {
                                            [2741811]
   Scanner scn = new Scanner(System.in);
   int n = scn.nextInt();
   int[] arr = new int[n];
   for(int i=0;i<n;i++){
       arr[i] = scn.nextInt();
   PriorityQueue<Integer> maxPQ = new PriorityQueue(Collections.reverseOrder());
   for(int num : arr){
       maxPQ.add(num);
                                                         a=842+1
                                                         6=78111
   while(maxPQ.size()>1){
       int a = maxPQ.poll();
       int b = maxPQ.poll();
       if(a!=b){
          int val = Math.abs(a-b);
          maxPQ.add(val);
→ System.out.println(maxPQ.size()>0?maxPQ.peek():"0");
   /* Enter your code here. Read input from STDIN. Print output to STDOUT. Your class sho
```

