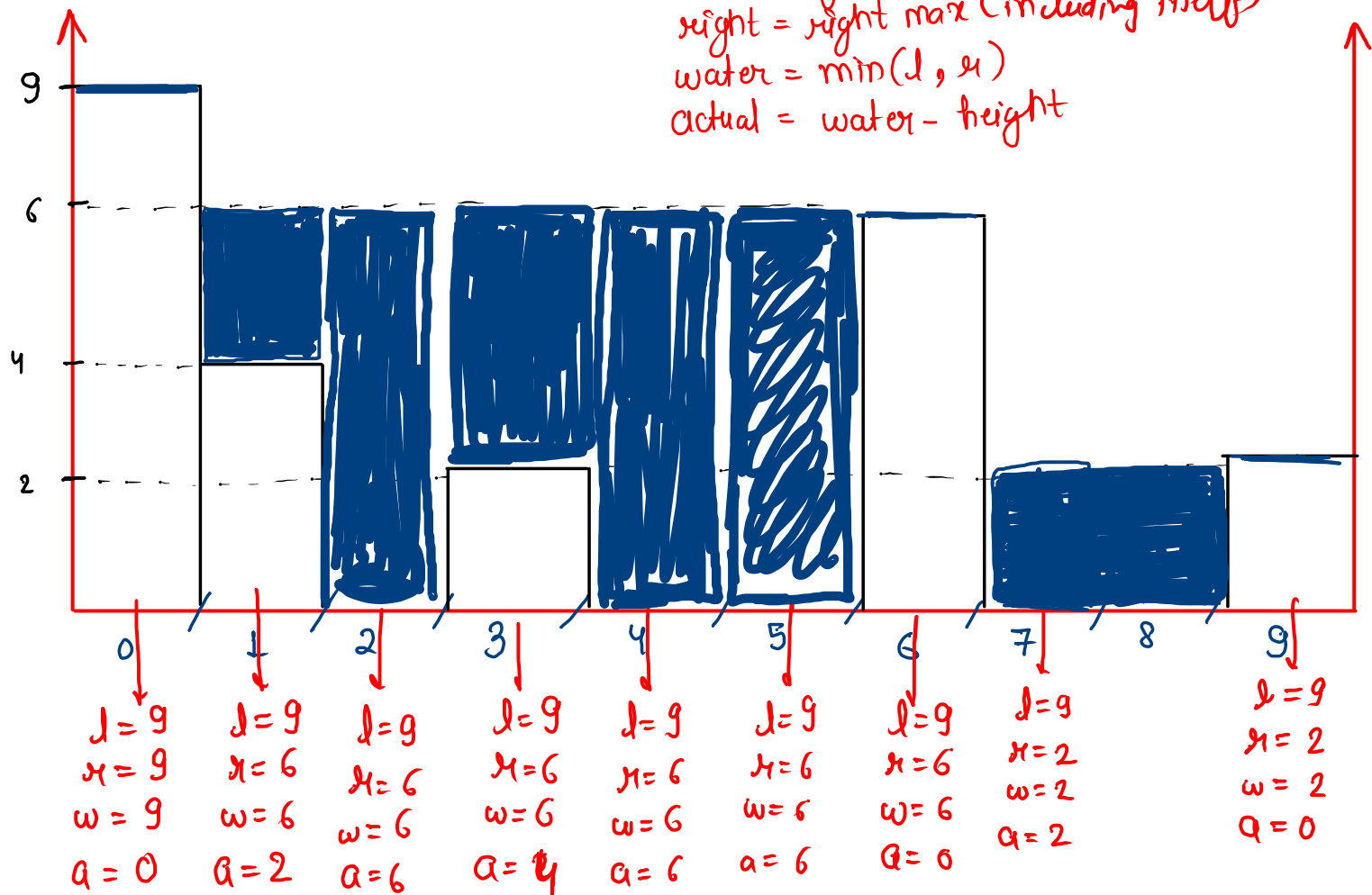


dry run

# Trapping rain water

left = left max (including itself)  
right = right max (including itself)  
water =  $\min(l, r)$   
actual = water - height



pseudo  
code

- 1) create  $ans = 0$
- 2) traverse from start to end
  - 2.1) traverse from 0 to  $i^{th}$  index and find left max
  - 2.2) traverse from  $i^{th}$  index to  $(n-1)^{th}$  index and find right max
  - 2.3) declare  $water = \min(left, right)$
  - 2.4) declare  $actualWater = water - \text{curr. height}$   
(arr[i])
  - 2.5)  $ans += actualWater;$
- 3) return ans

code

```
public static int trappingRainWater(int[] arr, int n) {  
    int ans = 0;  
    for (int i = 0; i < n; i++) {  
  
        int leftMax = Integer.MIN_VALUE;  
        for (int j = 0; j <= i; j++) {  
            if ( arr[j] > leftMax ) {  
                leftMax = arr[j];  
            }  
        }  
  
        int rightMax = Integer.MIN_VALUE;  
        for (int j = i; j < n; j++) {  
            if ( arr[j] > rightMax ) {  
                rightMax = arr[j];  
            }  
        }  
  
        int water = Math.min(leftMax, rightMax);  
        int actualWater = water - arr[i];  
  
        ans += actualWater;  
    }  
    return ans;  
}
```

⇒ Time Complexity (time consumed by the program to get executed)

↳ T.C. will always be an approximation

Note:-

↳ T.C can only be calculated based  
on Number of operations performed

Ex 1 :-

```
main() {  
    Syso("Hello");    // 1 operation  
    Syso("world");    // 1 operation  
}
```

Operation = 2  $\approx$  T.C = O(1)  $\rightarrow$  constant T.C

Note:- because no. of operations are not changing  
based on input that is why T.C is constant here

Ex 2:-

```
main() {  
    int n = sc.nextInt(); // 5  
    for (int i = 0; i < n; i++) {  
        Syso("Hi");  
    }  
}
```

$n = 5 \rightarrow$  no. of operations  $5$

$n = 10 \rightarrow 10$

$n = 100 \rightarrow 100$

$\vdots$

$n = \underline{n} \rightarrow n$

$$T.C \propto n$$

$$\boxed{T.C = O(n)}$$

linear T.C

# Type of T.C

	Input	no. of operation
Constant $\rightarrow$	$n$	1
Linear $\rightarrow$	$n$	$n$
Quadratic $\rightarrow$	$n$	$n^2$
Cubic $\rightarrow$	$n$	$n^3$
logarithmic $\rightarrow$	$n$	$\log(n)$

## ⇒ Rules of T.C

↳ all constant values with arithmetic operator are always going to be ignored

Ex:-

<u>no. of operations</u>		<u>T.C</u>
$n + 7$	$\approx$	$O(n)$
$4 * (n^3 + 3)$	$\approx$	$O(n^3)$
$5 * (n/2 + 7)$	$\approx$	$O(n)$
$(n+1)^2$	$\approx$	$O(n^2)$
$(n^3 + 2n^2 - n)$	$\approx$	$O(n^3)$



Rule:- In an expression, T.C will always pick variable with highest power

Ex:-

$$[4 * ((2 * n) + (n/7)) - n * 4] \quad T.C = O(n)$$