5515. Design Parking System

My Submissions (/contest/biweekly-contest-36/problems/design-parking-system/submissions/)

Back to Contest (/contest/biweekly-contest-36/)

User Accepted:	0
User Tried:	0
Total Accepted:	0
Total Submissions:	0
Difficulty:	Easy

Design a parking system for a parking lot. The parking lot has three kinds of parking spaces: big, medium, and small, with a fixed number of slots for each size.

Implement the `ParkingSystem` class:

- `ParkingSystem(int big, int medium, int small)` Initializes object of the `ParkingSystem` class. The number of slots for each parking space are given as part of the constructor.
- `bool addCar(int carType)` Checks whether there is a parking space of `carType` for the car that wants to get into the parking lot. `carType` can be of three kinds: big, medium, or small, which are represented by `1`, `2`, and `3` respectively. **A car can only park in a parking space of its** `carType`. If there is no space available, return `false`, else park the car in that size space and return `true`.

Example 1:

```
Input
["ParkingSystem", "addCar", "addCar", "addCar", "addCar"]
[[1, 1, 0], [1], [2], [3], [1]]
Output
[null, true, true, false, false]

Explanation
ParkingSystem parkingSystem = new ParkingSystem(1, 1, 0);
parkingSystem.addCar(1); // return true because there is 1 available slot for a big car
parkingSystem.addCar(2); // return true because there is 1 available slot for a medium car
parkingSystem.addCar(3); // return false because there is no available slot for a small ca
parkingSystem.addCar(1); // return false because there is no available slot for a big car.
```

Constraints:

- `0 <= big, medium, small <= 1000`
- `carType` is `1`, `2`, or `3`
- At most `1000` calls will be made to `addCar`

JavaScript

```javascript
/**
 * @param {number} big
 * @param {number} medium
 * @param {number} small
 */
var ParkingSystem = function(big, medium, small) {

};

/**
 * @param {number} carType
 * @return {boolean}
 */
ParkingSystem.prototype.addCar = function(carType) {

};

/**
 * Your ParkingSystem object will be instantiated and called as such:
 * var obj = new ParkingSystem(big, medium, small)
 * var param_1 = obj.addCar(carType)
 */
```

Custom Testcase | Use Example Testcases

Run | Submit