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## 6023. Minimum White Tiles After Covering With Carpets

My Submissions (/contest/biweekly-contest-74/problems/minimum-white-tiles-after-covering-with-carpets/submissions/)

Back to Contest (/contest/biweekly-contest-74/)

You are given a **0-indexed binary** string floor, which represents the colors of tiles on a floor:

- floor[i] = '0' denotes that the i<sup>th</sup> tile of the floor is colored **black**.
- On the other hand, floor[i] = '1' denotes that the ith tile of the floor is colored white.

You are also given numCarpets and carpetLen. You have numCarpets **black** carpets, each of length carpetLen tiles. Cover the tiles with the given carpets such that the number of **white** tiles still visible is **minimum**. Carpets may overlap one another.

Return the minimum number of white tiles still visible.

| User Accepted:     | 0    |
|--------------------|------|
| User Tried:        | 0    |
| Total Accepted:    | 0    |
| Total Submissions: | 0    |
| Difficulty:        | Hard |

## Example 1:



Input: floor = "10110101", numCarpets = 2, carpetLen = 2

Output: 2 Explanation:

The figure above shows one way of covering the tiles with the carpets such that only 2 white tiles are visible. No other way of covering the tiles with the carpets can leave less than 2 white tiles visible.

## Example 2:



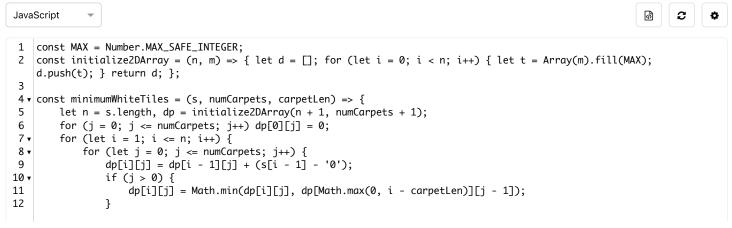
Input: floor = "11111", numCarpets = 2, carpetLen = 3

Output: 0 Explanation:

The figure above shows one way of covering the tiles with the carpets such that no white tiles are visible. Note that the carpets are able to overlap one another.

## **Constraints:**

- 1 <= carpetLen <= floor.length <= 1000
- floor[i] is either '0' or '1'.
- 1 <= numCarpets <= 1000



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