Sliding Puzzle (/problems/sliding-puzzle/)

Submission Detail

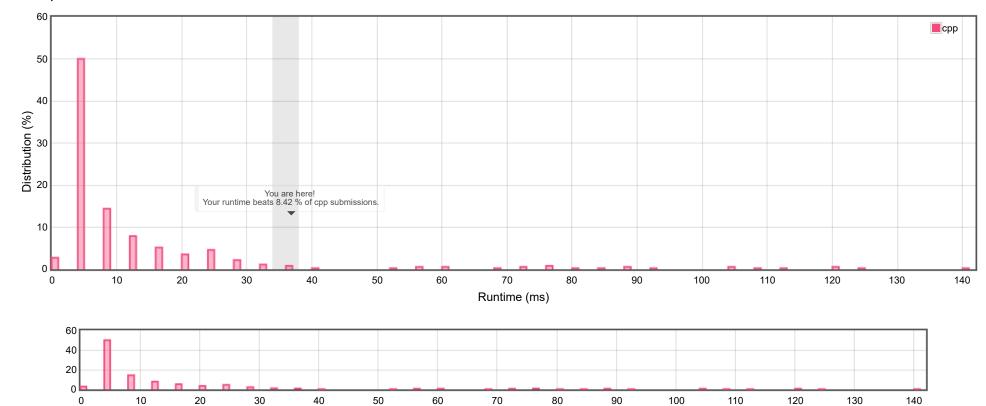
32 / 32 test cases passed.

Runtime: 36 ms

Status: Accepted

Submitted: 35 minutes ago

Accepted Solutions Runtime Distribution



Zoom area by dragging across this chart

Submitted Code: 35 minutes ago

Language: cpp

```
class Solution {
    public:
 2
 3
        int slidingPuzzle(vector<vector<int>>& board) {
            int count = 0;
 4
 5
            queue<vector<vector<int>>> q;
 6
            map<vector<vector<int>>, bool> visited;
 7
            q.push(board);
 8
            while(!q.empty()) {
 9
                vector<vector<int>>> boards;
10
                while (!q.empty()) {
11
                    boards.push back(q.front());
12
                    q.pop();
13
14
                for (int i = 0; i < boards.size(); i++) {
15
                    vector<vector<int>> b(boards[i]);
16
                    if (goal(b)) {
17
                        return count;
18
19
                    visited[b] = true;
                    int zero_i = 0, zero_j = 0;
20
21
                    bool f = false;
22
                    for (zero_i = 0; zero_i < 2; zero_i++) {
23
                        for (zero_j = 0; zero_j < 3; zero_j++) {
24
                            if (b[zero_i][zero_j] == 0) {
25
                                f = true;
26
                                break;
27
                            }
28
29
                        if (f) {
30
                            break;
31
                        }
32
33
                    if (zero i == 0) {
34
                        vector<vector<int>> tmp(b);
35
                        mSwap(tmp, zero_i, zero_j, zero_i + 1, zero_j);
36
                        if (!visited[tmp])
37
                            q.push(tmp);
38
                    } else {
39
                        vector<vector<int>> tmp(b);
40
                        mSwap(tmp, zero_i, zero_j, zero_i - 1, zero_j);
                        if (!visited[tmp])
41
42
                            q.push(tmp);
```

```
43
44
                    if (zero j == 0) {
45
                        vector<vector<int>> tmp(b);
                        mSwap(tmp, zero_i, zero_j, zero_j + 1);
46
47
                        if (!visited[tmp])
48
                            q.push(tmp);
49
                    } else if (zero_j == 1) {
50
                        vector<vector<int>> tmp(b);
51
                        mSwap(tmp, zero_i, zero_j, zero_j - 1);
52
                        if (!visited[tmp])
53
                            q.push(tmp);
54
                        mSwap(tmp, zero i, zero j, zero i, zero j - 1);
55
                        mSwap(tmp, zero_i, zero_j, zero_j + 1);
56
                        if (!visited[tmp])
57
                            q.push(tmp);
58
                    } else {
59
                        vector<vector<int>> tmp(b);
60
                        mSwap(tmp, zero_i, zero_j, zero_j - 1);
                        if (!visited[tmp])
61
62
                            q.push(tmp);
63
                    }
64
                }
65
                count++;
            }
66
67
            return -1;
68
        void mSwap(vector<vector<int>> &arr, int row1, int col1, int row2, int col2) {
69
70
            int tmp = arr[row1][col1];
            arr[row1][col1] = arr[row2][col2];
71
72
            arr[row2][col2] = tmp;
73
74
        bool goal(vector<vector<int>> &board) {
75
            return board[0][0] == 1 && board[0][1] == 2 && board[0][2] == 3 &&
                board[1][0] == 4 \&\& board[1][1] == 5 \&\& board[1][2] == 0;
76
77
        void printarr(vector<vector<int>> &arr) {
78
79
            for (int i = 0; i < 2; i++) {
80
                for (int j = 0; j < 3; j++) {
81
                    printf("%d ", arr[i][j]);
82
                printf("\n");
83
84
            }
85
86
    };
```

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