

Naive Solution, In a matrix, if you find a O, - make a pointer, and cheek value at - This pointer should not be D - This pointer first moves left of Cow-elem, then right, then top, then bottom botton - At every point check if the value at pointer is not 0, replace it by -1 - At the end replace all -1's by 0 a = 1 1 1 1 1 1 0 1 1 1 1 0 1 1 1 1

1 1 1 1 
$$\times$$
  $\times = i+1;$ 

-1  $\bigcirc$  1 1  $\times$   $\times = i+1;$ 

while  $(x < you = size) \in E$ 

1 1 1 1 1  $\times$   $\times = i+1;$ 

1 1 1 1  $\times$   $\times = i+1;$ 
 $(x < you = size) \in E$ 

if  $(a \in x) \in [j] := 0$ 
 $(a \in x) \in [j] := 0$ 
 $(x + i+i) \in E$ 

1 1 1 1  $\times = x = i+1;$ 
 $(x < you = size) \in E$ 
 $(x + i+i) \in E$ 
 $(x + i+i)$ 

Output: a = 1 0 1 0 0 0 0 0 0 0 0 0 1 0 1 0

Time complexity: O((N×M) \* (N+M))

Troversol by each Traversol for a element pointer.

Space complixity: O(D)

## Optimised Solution

Create two sets, to add every

troverse again, and check if index is either in row-set or col-set, if yes, make that element 0

```
0 1 1 1 1 if Ca [i][j] ==0) {
1 1 0 1 1 row - set - in sert(i);
2 1 1 1 0 col-set · in sert(j);
3 1 1 1 1 2
```

(d) cot = 523

 Out you
 1
 0
 1
 0

 O
 0
 0
 0
 0

 0
 0
 0
 0
 0

 1
 0
 1
 0

Time complexity: O(nxm)

Space complexit: O(n+m)