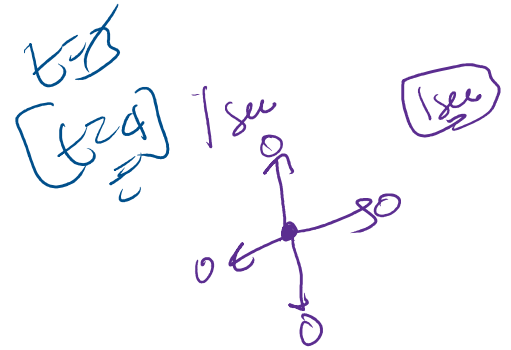
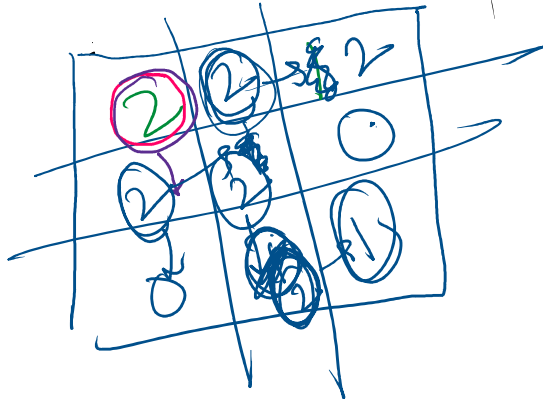


3.15 - Stacks + Queues - 2(II)

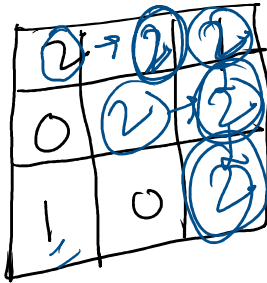
Sunday, August 10, 2025 10:31 AM

Rotten Oranges

n x m

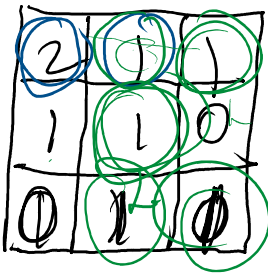


3x3



t=1
t=2
t=3
t=4

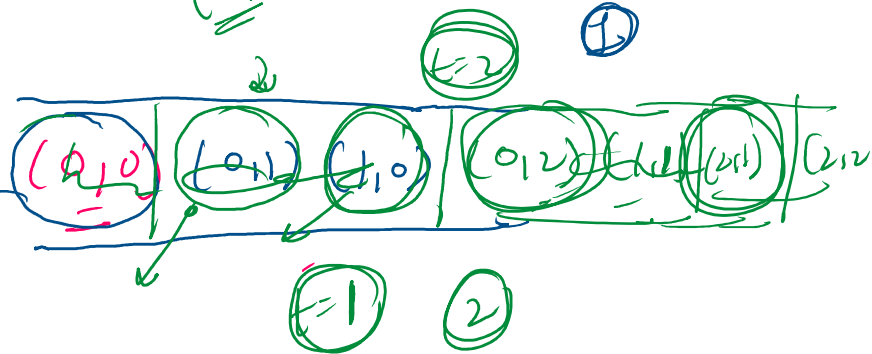
1



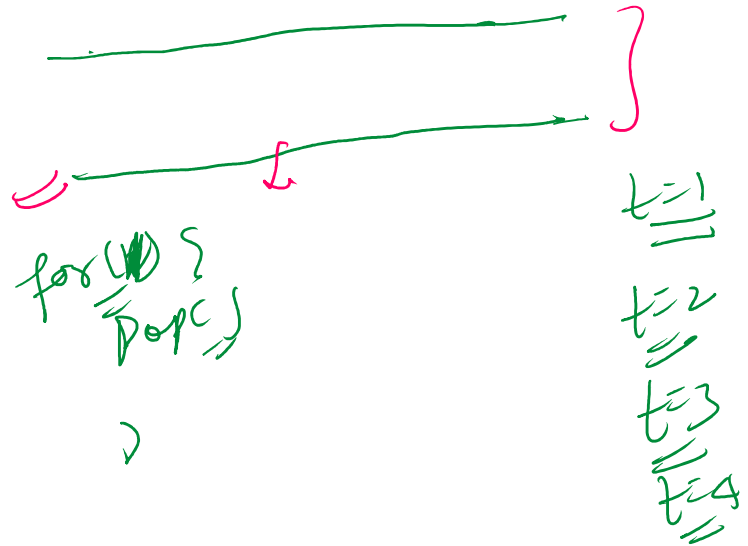
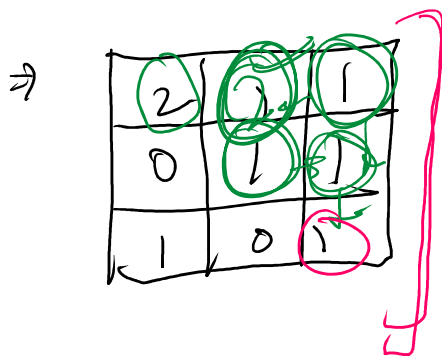
t=0

t=1

pop()



t=3

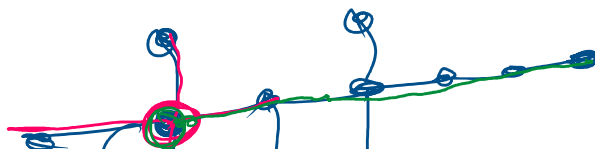


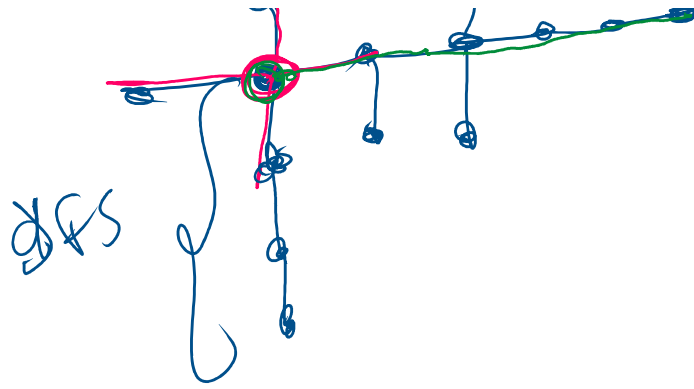
→ Rotten oranges → BFS on a 2D grid

Breadth First search } will be discussed
in more detail
in trees & graphs

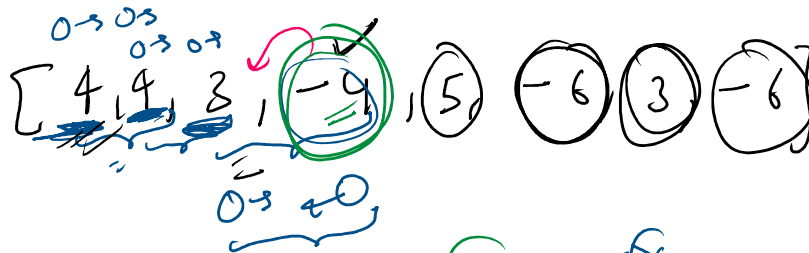
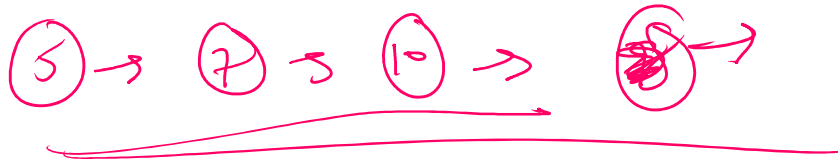
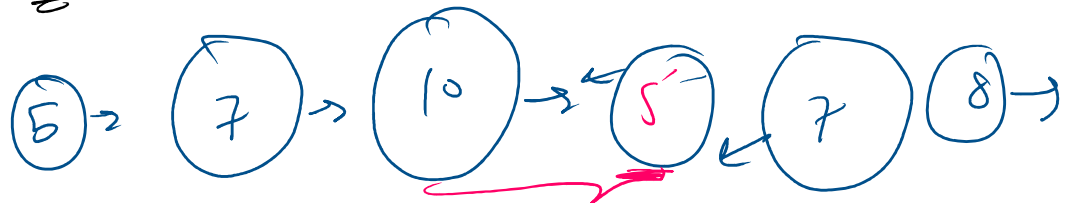
① BFS is always implemented iteratively using
Queue.

② DFS is always implemented recursively.
↓
Depth first
search

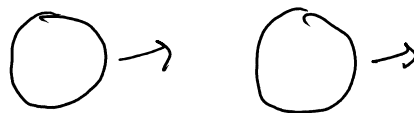




Asteroid collision



Case I



Case II



No collision

No collision

Case I

Case II

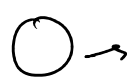
Case III

Case I



No collision

Case



Collision

