

(7) Rotting Oranges

0 → Empty cell

1 → Fresh Orange

2 → Rotten Orange

Any fresh tomato that is 4-directionally adjacent to rotten orange becomes rotten.

After converting all fresh to rotten orange, if there are some fresh orange, just -1 as the operatⁿ is not possible.

$$\begin{array}{c} (0) \\ \left[\begin{array}{ccc} 2 \rightarrow 1 & 1 & \\ \downarrow 1 & 1 & 0 \\ 0 & 1 & 1 \end{array} \right] \rightarrow \begin{array}{c} (1) \\ \left[\begin{array}{ccc} 2 & 2 \rightarrow 1 & \\ \downarrow 1 & 0 & \\ 0 & 1 & 1 \end{array} \right] \end{array} \rightarrow \begin{array}{c} (2) \\ \left[\begin{array}{ccc} 2 & 2 & 2 \\ 2 & 2 & 0 \\ 0 & \downarrow 1 & 1 \end{array} \right] \end{array} \rightarrow \begin{array}{c} (3) \\ \left[\begin{array}{ccc} 2 & 2 & 2 \\ 2 & 2 & 0 \\ 0 & 2 & 1 \end{array} \right] \end{array} \rightarrow \begin{array}{c} (4) \\ \left[\begin{array}{ccc} 2 & 2 & 2 \\ 2 & 2 & 0 \\ 0 & 2 & 2 \end{array} \right] \end{array}$$

Just return 4 here, as this was the minimum no. of minutes will taken to complete the operatⁿ & also atleast there is no fresh orange.

Approach: BFS Traversal will be used here, as we traversing it breadth wise and while traversing we will increase time after each operatⁿ.

Code:

```
bool isValid(grid, i, j, n, m) {  
    if (i < n && i >= 0 && j < m && j >= 0 && grid[i][j] == 1)  
        return true;  
    return false;  
}
```

```
int bfs(q, grid, n, m) {  
    int time = 0;  
    while (!q.empty()) {  
        int size = q.size(), temp = 0;  
        while (size != 0) {
```

```
            int x1 = q.front().first;  
            int y1 = q.front().second;  
            q.pop();
```

int ax[4] = {1, -1, 0, 0};
int ay[4] = {0, 0, 1, -1}; } → Taking 2 helping arrays to covers all 4-directions.

```
            for (i = 0; i < 4; i++) {  
                int x = x1 + ax[i];  
                int y = y1 + ay[i];  
                if (isValid(grid, x, y, n, m)) {
```

```
                    temp++;  
                    grid[x][y] = 2;  
                    q.push({x, y});
```

```
                }
```

```
            }  
            size--;
```

```
        }  
        if (temp != 0)  
            time++;
```

```
    }  
    return time;
```

```
}
```

```
int orangeRotting(grid) {
```

```
    int n = grid.size(), m = grid[0].size();
```

```
    int time = 0, fresh = 0;
```

```
queue <pair <int, int>> q;
```

```
for (i → n)
```

```
    for (j → m)
```

```
        if (grid[i][j] == 2)
```

```
            q.push({i, j});
```

```
        else if (grid[i][j] == 1)
```

```
            fresh++;
```

```
if (fresh == 0)
```

```
    return 0;
```

} → Checking if there is no fresh oranges, we don't need to do ~~no~~ operations.

```
time = bfs(q, grid, n, m);
```

```
if (isFresh(grid, n, m))
```

```
    return -1;
```

} → Checking if still, ~~here is~~ there is some fresh tomato.

```
return time
```

```
}
```

```
bool isFresh(grid, n, m) {
```

```
    for (i → n)
```

```
        for (j → m)
```

```
            if (grid[i][j] == 1)
```

```
                return 1;
```

```
return 0;
```

```
}
```