994. Rotting Oranges

Medium 5671 256 Add to List Share

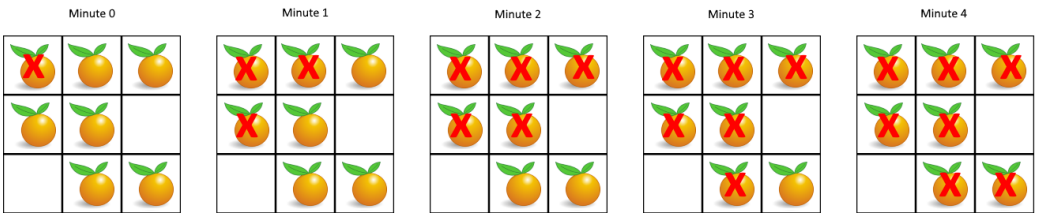
You are given an `m x n grid` where each cell can have one of three values:

- `0` representing an empty cell,
- `1` representing a fresh orange, or
- `2` representing a rotten orange.

Every minute, any fresh orange that is **4-directionally adjacent** to a rotten orange becomes rotten.

Return *the minimum number of minutes that must elapse until no cell has a fresh orange*. If *this is impossible, return* `-1` .

Example 1:




```
Input: grid = [[2,1,1],[1,1,0],[0,1,1]]
Output: 4
```

Example 2:

```
Input: grid = [[2,1,1],[0,1,1],[1,0,1]]
Output: -1
Explanation: The orange in the bottom left corner (row 2, column 0)
is never rotten, because rotting only happens 4-directionally.
```

Example 3:

```
Input: grid = [[0,2]]
Output: 0
Explanation: Since there are already no fresh oranges at minute 0,
the answer is just 0.
```

C#

```
item.Item1;
                var y =
item.Item2;
                //top
                if(x-1
grid[x-1][y] == 1)
                {
                    gri
[y]= 2;
 q.Enqueue((x-1, y));
 freshOranges--;
                }
                //left
                if(y-1
grid[x][y-1] == 1)
                {
                    gri
1]= 2;
 q.Enqueue((x, y-1));
 freshOranges--;
                }
                //right
                if(y+1
grid[x][y+1] == 1)
                {
                    gri
[y+1]= 2;
 q.Enqueue((x, y+1));
 freshOranges--;
                }
                //botto
                if(x+1
```

Testcase Run Code Result

Accepted Runtime: 132 ms

Your input `[[2,1,1],[1,1,0]`

Output `4`

Expected `4`

Console Use Example Testcase