1603. Design Parking System

Easy Topics Companies Hint

Design a parking system for a parking lot. The parking lot has three kinds of parking spaces: big, medium, and small, with a fixed number of

Implement the `ParkingSystem` class:

- `ParkingSystem(int big, int medium, int small)` Initializes object of the `ParkingSystem` class. The number of slots for each parking
- `bool addCar(int carType)` Checks whether there is a parking space of `carType` for the car that wants to get into the parking lot. `carT`

Example 1:

```
Input
["ParkingSystem", "addCar", "addCar", "addCar", "addCar"]
[[1, 1, 0], [1], [2], [3], [1]]
Output
[null, true, true, false, false]

Explanation
ParkingSystem parkingSystem = new ParkingSystem(1, 1, 0);
parkingSystem.addCar(1); // return true because there is 1 available slot for a big car
parkingSystem.addCar(2); // return true because there is 1 available slot for a medium car
parkingSystem.addCar(3); // return false because there is no available slot for a small car
parkingSystem.addCar(1); // return false because there is no available slot for a big car. It is alr
```

Constraints:

- `0 <= big, medium, small <= 1000`
- `carType` is `1`, `2`, or `3`
- At most `1000` calls will be made to `addCar`

Seen this question in a real interview before? 1/4

Yes No

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Topics

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Hint 1

Discussion (45)