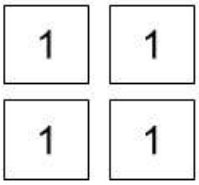
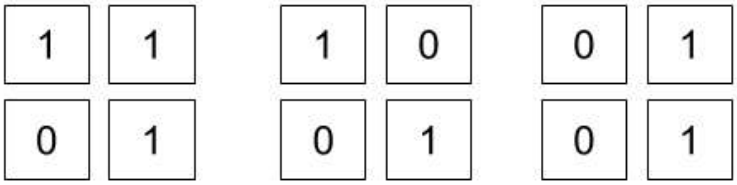
A cell with 1 is a square of 1x1 on its own

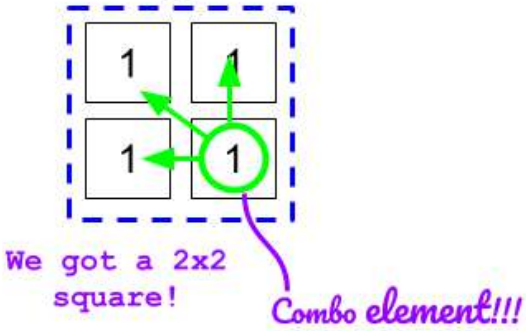
This is how you get 2x2 square. Imagine getting combo



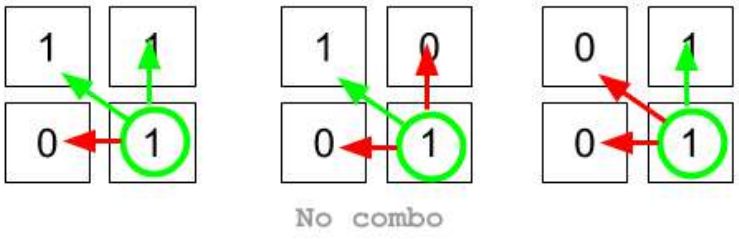
0 in any place can disrupt the square 'combo'



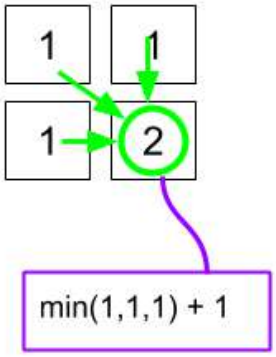
Your combo element depends on all elements surrounding you.



Your combo element is only as strong as the weakest link surrounding you (minimum surrounding element)

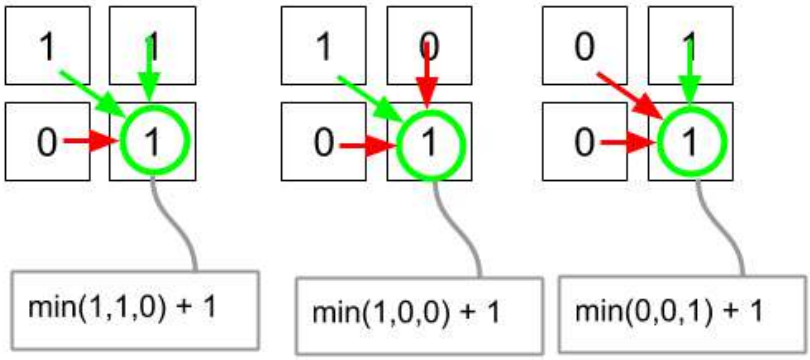


- We are going to use dynamic programming to memoize the combo elements.
- Whenever we see '1' in `matrix`, are going to look the surrounding elements.
  - We are going to get the minimum value of all surrounding elements in `matrix` grid.Then, we are going to add 1. WHY?
    - If this 1 is a part of a combo chain, this will increase the square size.
    - If this 1 is NOT a part of a combo chain, at least it is a cell of size 1x1 on its own.

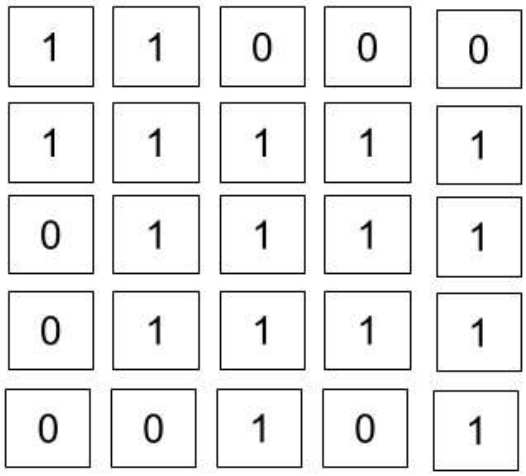


This type of grid will result in five squares.

- 1 of each cell + 2x2 grid

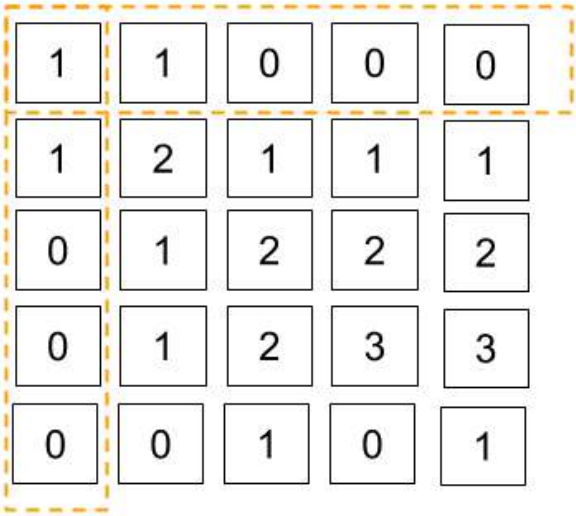


Original Grid Matrix



Original Grid with updated cell values

Edge cells remain the same



- Have a single variable holding the total number of squares encountered `result`
- Update that `result` whenever you encounter a cell with 1.