function apartmentHunting(blocks, reqs) {

let shortDistance = Number.POSITIVE\_INFINITY

// Initialize the optimal block to be null

let optimalBlock = null

let distance = null;

// Iterate through each block

for (let i = 0; i < blocks.length; i++) {

let block = blocks[i]

// Initialize the minimum distance to be the maximum possible distance

let minimumDistance = Number.POSITIVE\_INFINITY

// Iterate through each required building

for (let j = 0; j < reqs.length; j++) {

let building = reqs[j]

// If the building is present in the block, the distance is 0

if (block[building]) {

distance = 0

}

// Otherwise, the distance is 1 (since we can only move to adjacent blocks)

else {

distance = 1

}

// Update the minimum distance

minimumDistance = Math.min(minimumDistance, distance)

}

// If the minimum distance for this block is less than the optimal distance,

// update the optimal distance and the optimal block

if (minimumDistance < shortDistance) {

shortDistance = minimumDistance

optimalBlock = i

}

}

// Return the optimal block

return optimalBlock

}

// Do not edit the line below.

exports.apartmentHunting = apartmentHunting