

Problem 1909: Remove One Element to Make the Array Strictly Increasing

Problem Information

Difficulty: **Easy**

Acceptance Rate: 0.00%

Paid Only: No

Problem Description

Given a

0-indexed

integer array

nums

, return

true

if it can be made

strictly increasing

after removing

exactly one

element, or

false

otherwise. If the array is already strictly increasing, return

true

The array

nums

is

strictly increasing

if

$\text{nums}[i - 1] < \text{nums}[i]$

for each index

$(1 \leq i < \text{nums.length})$.

Example 1:

Input:

$\text{nums} = [1, 2,$

10

, 5, 7]

Output:

true

Explanation:

By removing 10 at index 2 from nums, it becomes [1, 2, 5, 7]. [1, 2, 5, 7] is strictly increasing, so return true.

Example 2:

Input:

```
nums = [2,3,1,2]
```

Output:

```
false
```

Explanation:

[3,1,2] is the result of removing the element at index 0. [2,1,2] is the result of removing the element at index 1. [2,3,2] is the result of removing the element at index 2. [2,3,1] is the result of removing the element at index 3. No resulting array is strictly increasing, so return false.

Example 3:

Input:

```
nums = [1,1,1]
```

Output:

```
false
```

Explanation:

The result of removing any element is [1,1]. [1,1] is not strictly increasing, so return false.

Constraints:

```
2 <= nums.length <= 1000
```

```
1 <= nums[i] <= 1000
```

Code Snippets

C++:

```
class Solution {  
public:  
    bool canBeIncreasing(vector<int>& nums) {  
  
    }  
};
```

Java:

```
class Solution {  
public boolean canBeIncreasing(int[] nums) {  
  
}  
}
```

Python3:

```
class Solution:  
    def canBeIncreasing(self, nums: List[int]) -> bool:
```

Python:

```
class Solution(object):  
    def canBeIncreasing(self, nums):  
        """  
        :type nums: List[int]  
        :rtype: bool  
        """
```

JavaScript:

```
/**  
 * @param {number[]} nums  
 * @return {boolean}  
 */  
var canBeIncreasing = function(nums) {  
  
};
```

TypeScript:

```
function canBeIncreasing(nums: number[]): boolean {  
}  
};
```

C#:

```
public class Solution {  
    public bool CanBeIncreasing(int[] nums) {  
  
    }  
}
```

C:

```
bool canBeIncreasing(int* nums, int numsSize) {  
  
}
```

Go:

```
func canBeIncreasing(nums []int) bool {  
  
}
```

Kotlin:

```
class Solution {  
    fun canBeIncreasing(nums: IntArray): Boolean {  
  
    }  
}
```

Swift:

```
class Solution {  
    func canBeIncreasing(_ nums: [Int]) -> Bool {  
  
    }  
}
```

Rust:

```
impl Solution {  
    pub fn can_be_increasing(nums: Vec<i32>) -> bool {  
        }  
    }  
}
```

Ruby:

```
# @param {Integer[]} nums  
# @return {Boolean}  
def can_be_increasing(nums)  
  
end
```

PHP:

```
class Solution {  
  
    /**  
     * @param Integer[] $nums  
     * @return Boolean  
     */  
    function canBeIncreasing($nums) {  
  
    }  
}
```

Dart:

```
class Solution {  
    bool canBeIncreasing(List<int> nums) {  
  
    }  
}
```

Scala:

```
object Solution {  
    def canBeIncreasing(nums: Array[Int]): Boolean = {  
  
    }  
}
```

Elixir:

```
defmodule Solution do
  @spec can_be_increasing(nums :: [integer]) :: boolean
  def can_be_increasing(nums) do
    end
  end
```

Erlang:

```
-spec can_be_increasing(Nums :: [integer()]) -> boolean().
can_be_increasing(Nums) ->
  .
```

Racket:

```
(define/contract (can-be-increasing nums)
  (-> (listof exact-integer?) boolean?))
```

Solutions

C++ Solution:

```
/*
 * Problem: Remove One Element to Make the Array Strictly Increasing
 * Difficulty: Easy
 * Tags: array
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(1) to O(n) depending on approach
 */

class Solution {
public:
  bool canBeIncreasing(vector<int>& nums) {
    }
};
```

Java Solution:

```
/**  
 * Problem: Remove One Element to Make the Array Strictly Increasing  
 * Difficulty: Easy  
 * Tags: array  
 *  
 * Approach: Use two pointers or sliding window technique  
 * Time Complexity: O(n) or O(n log n)  
 * Space Complexity: O(1) to O(n) depending on approach  
 */  
  
class Solution {  
    public boolean canBeIncreasing(int[] nums) {  
        }  
    }  
}
```

Python3 Solution:

```
"""  
Problem: Remove One Element to Make the Array Strictly Increasing  
Difficulty: Easy  
Tags: array  
  
Approach: Use two pointers or sliding window technique  
Time Complexity: O(n) or O(n log n)  
Space Complexity: O(1) to O(n) depending on approach  
"""  
  
class Solution:  
    def canBeIncreasing(self, nums: List[int]) -> bool:  
        # TODO: Implement optimized solution  
        pass
```

Python Solution:

```
class Solution(object):  
    def canBeIncreasing(self, nums):  
        """  
        :type nums: List[int]  
        :rtype: bool
```

```
"""
```

JavaScript Solution:

```
/**  
 * Problem: Remove One Element to Make the Array Strictly Increasing  
 * Difficulty: Easy  
 * Tags: array  
 *  
 * Approach: Use two pointers or sliding window technique  
 * Time Complexity: O(n) or O(n log n)  
 * Space Complexity: O(1) to O(n) depending on approach  
 */  
  
/**  
 * @param {number[]} nums  
 * @return {boolean}  
 */  
var canBeIncreasing = function(nums) {  
  
};
```

TypeScript Solution:

```
/**  
 * Problem: Remove One Element to Make the Array Strictly Increasing  
 * Difficulty: Easy  
 * Tags: array  
 *  
 * Approach: Use two pointers or sliding window technique  
 * Time Complexity: O(n) or O(n log n)  
 * Space Complexity: O(1) to O(n) depending on approach  
 */  
  
function canBeIncreasing(nums: number[]): boolean {  
  
};
```

C# Solution:

```

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 * Problem: Remove One Element to Make the Array Strictly Increasing
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 * Time Complexity: O(n) or O(n log n)
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 */

public class Solution {
    public bool CanBeIncreasing(int[] nums) {

    }
}

```

C Solution:

```

/*
 * Problem: Remove One Element to Make the Array Strictly Increasing
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 * Time Complexity: O(n) or O(n log n)
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 */

bool canBeIncreasing(int* nums, int numsSize) {

}

```

Go Solution:

```

// Problem: Remove One Element to Make the Array Strictly Increasing
// Difficulty: Easy
// Tags: array
//
// Approach: Use two pointers or sliding window technique
// Time Complexity: O(n) or O(n log n)
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```

```
func canBeIncreasing(nums []int) bool {  
    }  
}
```

Kotlin Solution:

```
class Solution {  
    fun canBeIncreasing(nums: IntArray): Boolean {  
        }  
    }  
}
```

Swift Solution:

```
class Solution {  
    func canBeIncreasing(_ nums: [Int]) -> Bool {  
        }  
    }  
}
```

Rust Solution:

```
// Problem: Remove One Element to Make the Array Strictly Increasing  
// Difficulty: Easy  
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// Approach: Use two pointers or sliding window technique  
// Time Complexity: O(n) or O(n log n)  
// Space Complexity: O(1) to O(n) depending on approach  
  
impl Solution {  
    pub fn can_be_increasing(nums: Vec<i32>) -> bool {  
        }  
    }  
}
```

Ruby Solution:

```
# @param {Integer[]} nums  
# @return {Boolean}  
def can_be_increasing(nums)
```

```
end
```

PHP Solution:

```
class Solution {  
  
    /**  
     * @param Integer[] $nums  
     * @return Boolean  
     */  
    function canBeIncreasing($nums) {  
  
    }  
}
```

Dart Solution:

```
class Solution {  
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end
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```
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