

Problem 1453: Maximum Number of Darts Inside of a Circular Dartboard

Problem Information

Difficulty: Hard

Acceptance Rate: 0.00%

Paid Only: No

Problem Description

Alice is throwing

n

darts on a very large wall. You are given an array

darts

where

$\text{darts}[i] = [x$

i

, y

i

]

is the position of the

i

th

dart that Alice threw on the wall.

Bob knows the positions of the

n

darts on the wall. He wants to place a dartboard of radius

r

on the wall so that the maximum number of darts that Alice throws lie on the dartboard.

Given the integer

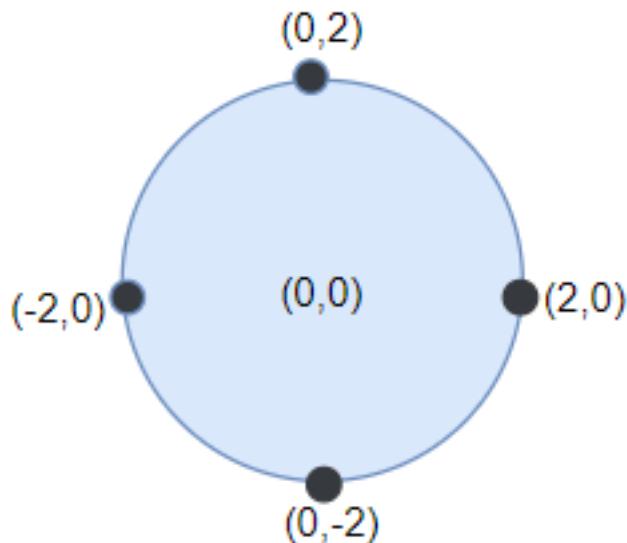
r

, return

the maximum number of darts that can lie on the dartboard

.

Example 1:



Input:

```
darts = [[-2,0],[2,0],[0,2],[0,-2]], r = 2
```

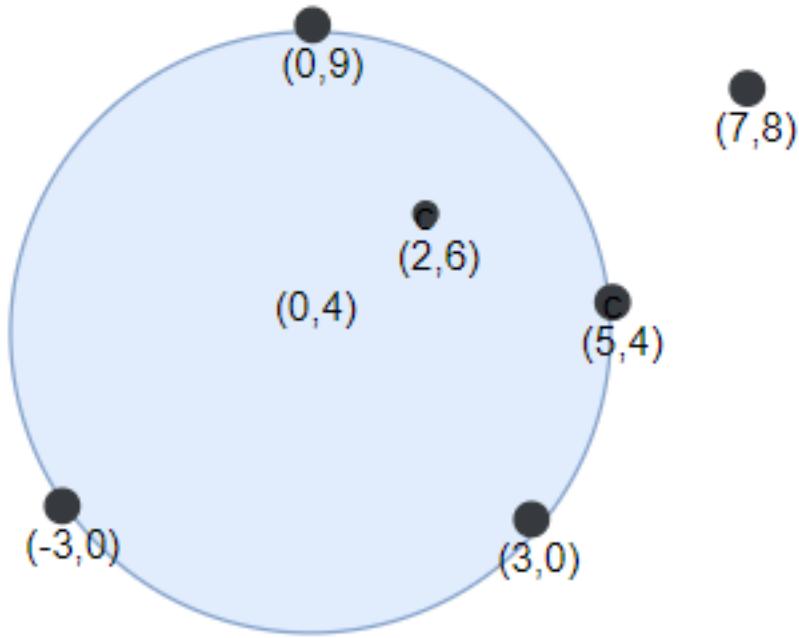
Output:

4

Explanation:

Circle dartboard with center in (0,0) and radius = 2 contain all points.

Example 2:



Input:

```
darts = [[-3,0],[3,0],[2,6],[5,4],[0,9],[7,8]], r = 5
```

Output:

5

Explanation:

Circle dartboard with center in (0,4) and radius = 5 contain all points except the point (7,8).

Constraints:

$1 \leq darts.length \leq 100$

$darts[i].length == 2$

$-10 \leq x \leq 10$

$4 \leq r \leq 5000$

$x_i <= x_j \leq x$

$|x_i - x_j| \geq r$

(x_i, y_i)

$i \in [1, darts.length]$

$x_i \leq 10$

$y_i \leq 4$

All the

darts

are unique

$1 \leq r \leq 5000$

Code Snippets

C++:

```
class Solution {
public:
    int numPoints(vector<vector<int>>& darts, int r) {
```

```
    }
};
```

Java:

```
class Solution {
public int numPoints(int[][][] darts, int r) {

}
```

Python3:

```
class Solution:
def numPoints(self, darts: List[List[int]], r: int) -> int:
```

Python:

```
class Solution(object):
def numPoints(self, darts, r):
"""
:type darts: List[List[int]]
:type r: int
:rtype: int
"""
```

JavaScript:

```
/**
 * @param {number[][][]} darts
 * @param {number} r
 * @return {number}
 */
var numPoints = function(darts, r) {

};
```

TypeScript:

```
function numPoints(darts: number[][][], r: number): number {
}
```

C#:

```
public class Solution {  
    public int NumPoints(int[][][] darts, int r) {  
  
    }  
}
```

C:

```
int numPoints(int*** darts, int dartsSize, int* dartsColSize, int r) {  
  
}
```

Go:

```
func numPoints(darts [][][]int, r int) int {  
  
}
```

Kotlin:

```
class Solution {  
    fun numPoints(darts: Array<IntArray>, r: Int): Int {  
  
    }  
}
```

Swift:

```
class Solution {  
    func numPoints(_ darts: [[Int]], _ r: Int) -> Int {  
  
    }  
}
```

Rust:

```
impl Solution {  
    pub fn num_points(darts: Vec<Vec<i32>>, r: i32) -> i32 {  
  
    }  
}
```

Ruby:

```
# @param {Integer[][]} darts
# @param {Integer} r
# @return {Integer}
def num_points(darts, r)

end
```

PHP:

```
class Solution {

    /**
     * @param Integer[][] $darts
     * @param Integer $r
     * @return Integer
     */
    function numPoints($darts, $r) {

    }
}
```

Dart:

```
class Solution {
    int numPoints(List<List<int>> darts, int r) {
    }
}
```

Scala:

```
object Solution {
    def numPoints(darts: Array[Array[Int]], r: Int): Int = {
    }
}
```

Elixir:

```
defmodule Solution do
  @spec num_points([integer], integer) :: integer
```

```
def num_points(darts, r) do
  end
end
```

Erlang:

```
-spec num_points(Darts :: [[integer()]], R :: integer()) -> integer().
num_points(Darts, R) ->
  .
```

Racket:

```
(define/contract (num-points darts r)
  (-> (listof (listof exact-integer?)) exact-integer? exact-integer?))
```

Solutions

C++ Solution:

```
/*
 * Problem: Maximum Number of Darts Inside of a Circular Dartboard
 * Difficulty: Hard
 * Tags: array, math
 *
 * 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:
    int numPoints(vector<vector<int>>& darts, int r) {
        }
};
```

Java Solution:

```

/**
 * Problem: Maximum Number of Darts Inside of a Circular Dartboard
 * Difficulty: Hard
 * Tags: array, math
 *
 * 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 int numPoints(int[][] darts, int r) {
        return 0;
    }
}

```

Python3 Solution:

```

"""
Problem: Maximum Number of Darts Inside of a Circular Dartboard
Difficulty: Hard
Tags: array, math

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 numPoints(self, darts: List[List[int]], r: int) -> int:
        # TODO: Implement optimized solution
        pass

```

Python Solution:

```

class Solution(object):
    def numPoints(self, darts, r):
        """
:type darts: List[List[int]]
:type r: int
:rtype: int
"""

```

JavaScript Solution:

```
/**  
 * Problem: Maximum Number of Darts Inside of a Circular Dartboard  
 * Difficulty: Hard  
 * Tags: array, math  
 *  
 * 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[][][]} darts  
 * @param {number} r  
 * @return {number}  
 */  
var numPoints = function(darts, r) {  
  
};
```

TypeScript Solution:

```
/**  
 * Problem: Maximum Number of Darts Inside of a Circular Dartboard  
 * Difficulty: Hard  
 * Tags: array, math  
 *  
 * 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 numPoints(darts: number[][][], r: number): number {  
  
};
```

C# Solution:

```
/*  
 * Problem: Maximum Number of Darts Inside of a Circular Dartboard  
 * Difficulty: Hard
```

```

* Tags: array, math
*
* 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
*/
public class Solution {
    public int NumPoints(int[][][] darts, int r) {
}
}

```

C Solution:

```

/*
 * Problem: Maximum Number of Darts Inside of a Circular Dartboard
 * Difficulty: Hard
 * Tags: array, math
 *
 * 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
*/
int numPoints(int** darts, int dartsSize, int* dartsColSize, int r) {
}

```

Go Solution:

```

// Problem: Maximum Number of Darts Inside of a Circular Dartboard
// Difficulty: Hard
// Tags: array, math
//
// 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

func numPoints(darts [][]int, r int) int {
}

```

```
}
```

Kotlin Solution:

```
class Solution {  
    fun numPoints(darts: Array<IntArray>, r: Int): Int {  
        //  
        //  
        //  
        return 0  
    }  
}
```

Swift Solution:

```
class Solution {  
    func numPoints(_ darts: [[Int]], _ r: Int) -> Int {  
        //  
        //  
        //  
        return 0  
    }  
}
```

Rust Solution:

```
// Problem: Maximum Number of Darts Inside of a Circular Dartboard  
// Difficulty: Hard  
// Tags: array, math  
//  
// 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 num_points(darts: Vec<Vec<i32>>, r: i32) -> i32 {  
        //  
        //  
        //  
        return 0  
    }  
}
```

Ruby Solution:

```
# @param {Integer[][]} darts  
# @param {Integer} r  
# @return {Integer}  
def num_points(darts, r)
```

```
end
```

PHP Solution:

```
class Solution {  
  
    /**  
     * @param Integer[][][] $darts  
     * @param Integer $r  
     * @return Integer  
     */  
    function numPoints($darts, $r) {  
  
    }  
}
```

Dart Solution:

```
class Solution {  
int numPoints(List<List<int>> darts, int r) {  
  
}  
}
```

Scala Solution:

```
object Solution {  
def numPoints(darts: Array[Array[Int]]), r: Int): Int = {  
  
}  
}
```

Elixir Solution:

```
defmodule Solution do  
@spec num_points([integer], integer) :: integer  
def num_points(darts, r) do  
  
end  
end
```

Erlang Solution:

```
-spec num_points(Darts :: [[integer()]], R :: integer()) -> integer().  
num_points(Darts, R) ->  
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```

Racket Solution:

```
(define/contract (num-points darts r)  
(-> (listof (listof exact-integer?)) exact-integer? exact-integer?)  
)
```