

Problem 3408: Design Task Manager

Problem Information

Difficulty: Medium

Acceptance Rate: 49.32%

Paid Only: No

Tags: Hash Table, Design, Heap (Priority Queue), Ordered Set

Problem Description

There is a task management system that allows users to manage their tasks, each associated with a priority. The system should efficiently handle adding, modifying, executing, and removing tasks.

Implement the `TaskManager` class:

- * `TaskManager(vector<vector<int>>& tasks)` initializes the task manager with a list of user-task-priority triples. Each element in the input list is of the form `[userId, taskId, priority]`, which adds a task to the specified user with the given priority.
 - * `void add(int userId, int taskId, int priority)` adds a task with the specified `taskId` and `priority` to the user with `userId`. It is **guaranteed** that `taskId` does not _exist_ in the system.
 - * `void edit(int taskId, int newPriority)` updates the priority of the existing `taskId` to `newPriority`. It is **guaranteed** that `taskId` _exists_ in the system.
 - * `void rmv(int taskId)` removes the task identified by `taskId` from the system. It is **guaranteed** that `taskId` _exists_ in the system.
 - * `int execTop()` executes the task with the **highest** priority across all users. If there are multiple tasks with the same **highest** priority, execute the one with the highest `taskId`. After executing, the****`taskId`**** is **removed** from the system. Return the `userId` associated with the executed task. If no tasks are available, return -1.
- **Note** that a user may be assigned multiple tasks.

****Example 1:****

****Input:**** ["TaskManager", "add", "edit", "execTop", "rmv", "add", "execTop"] [[[1, 101, 10], [2, 102, 20], [3, 103, 15]]], [4, 104, 5], [102, 8], [], [101], [5, 105, 15], []]

****Output:**** [null, null, null, 3, null, null, 5]

****Explanation****

```
TaskManager taskManager = new TaskManager([[1, 101, 10], [2, 102, 20], [3, 103, 15]]); //  
Initializes with three tasks for Users 1, 2, and 3. taskManager.add(4, 104, 5); // Adds task 104  
with priority 5 for User 4. taskManager.edit(102, 8); // Updates priority of task 102 to 8.  
taskManager.execTop(); // return 3. Executes task 103 for User 3. taskManager.rmv(101); //  
Removes task 101 from the system. taskManager.add(5, 105, 15); // Adds task 105 with  
priority 15 for User 5. taskManager.execTop(); // return 5. Executes task 105 for User 5.
```

****Constraints:****

* `1 <= tasks.length <= 105` * `0 <= userId <= 105` * `0 <= taskId <= 105` * `0 <= priority <= 109` * `0 <= newPriority <= 109` * At most `2 * 105` calls will be made in **total** to `add`, `edit`, `rmv`, and `execTop` methods. * The input is generated such that `taskId` will be valid.

Code Snippets

C++:

```
class TaskManager {  
public:  
    TaskManager(vector<vector<int>>& tasks) {  
  
    }  
  
    void add(int userId, int taskId, int priority) {  
  
    }  
  
    void edit(int taskId, int newPriority) {  
  
    }  
}
```

```
void rmv(int taskId) {  
  
}  
  
int execTop() {  
  
}  
  
};  
  
/**  
 * Your TaskManager object will be instantiated and called as such:  
 * TaskManager* obj = new TaskManager(tasks);  
 * obj->add(userId,taskId,priority);  
 * obj->edit(taskId,newPriority);  
 * obj->rmv(taskId);  
 * int param_4 = obj->execTop();  
 */
```

Java:

```
class TaskManager {  
  
public TaskManager(List<List<Integer>> tasks) {  
  
}  
  
public void add(int userId, int taskId, int priority) {  
  
}  
  
public void edit(int taskId, int newPriority) {  
  
}  
  
public void rmv(int taskId) {  
  
}  
  
public int execTop() {  
  
}
```

```
}
```

```
/**
```

```
* Your TaskManager object will be instantiated and called as such:
```

```
* TaskManager obj = new TaskManager(tasks);
```

```
* obj.add(userId,taskId,priority);
```

```
* obj.edit(taskId,newPriority);
```

```
* obj.rmv(taskId);
```

```
* int param_4 = obj.execTop();
```

```
*/
```

Python3:

```
class TaskManager:
```

```
    def __init__(self, tasks: List[List[int]]):
```

```
        pass
```

```
    def add(self, userId: int, taskId: int, priority: int) -> None:
```

```
        pass
```

```
    def edit(self, taskId: int, newPriority: int) -> None:
```

```
        pass
```

```
    def rmv(self, taskId: int) -> None:
```

```
        pass
```

```
    def execTop(self) -> int:
```

```
        pass
```

```
# Your TaskManager object will be instantiated and called as such:
```

```
# obj = TaskManager(tasks)
```

```
# obj.add(userId,taskId,priority)
```

```
# obj.edit(taskId,newPriority)
```

```
# obj.rmv(taskId)
```

```
# param_4 = obj.execTop()
```