

# Problem 2209: Minimum White Tiles After Covering With Carpets

## Problem Information

**Difficulty:** Hard

**Acceptance Rate:** 38.14%

**Paid Only:** No

**Tags:** String, Dynamic Programming, Prefix Sum

## Problem Description

You are given a \*\*0-indexed binary\*\* string `floor`, which represents the colors of tiles on a floor:

\* `floor[i] = '0'` denotes that the `ith` tile of the floor is colored \*\*black\*\*. \* On the other hand, `floor[i] = '1'` denotes that the `ith` tile of the floor is colored \*\*white\*\*.

You are also given `numCarpets` and `carpetLen`. You have `numCarpets` \*\*black\*\* carpets, each of length `carpetLen` tiles. Cover the tiles with the given carpets such that the number of \*\*white\*\* tiles still visible is \*\*minimum\*\*. Carpets may overlap one another.

Return \_the\*\*minimum\*\* number of white tiles still visible.\_

**Example 1:**



**Input:** floor = "10110101", numCarpets = 2, carpetLen = 2   **Output:** 2   **Explanation:**  
The figure above shows one way of covering the tiles with the carpets such that only 2 white tiles are visible. No other way of covering the tiles with the carpets can leave less than 2 white tiles visible.

**Example 2:**



**\*\*Input:\*\*** floor = "11111", numCarpets = 2, carpetLen = 3 **\*\*Output:\*\*** 0 **\*\*Explanation:\*\*** The figure above shows one way of covering the tiles with the carpets such that no white tiles are visible. Note that the carpets are able to overlap one another.

**\*\*Constraints:\*\***

\* `1 <= carpetLen <= floor.length <= 1000` \* `floor[i]` is either `'0` or `'1`. \* `1 <= numCarpets <= 1000`

## Code Snippets

### C++:

```
class Solution {  
public:  
    int minimumWhiteTiles(string floor, int numCarpets, int carpetLen) {  
  
    }  
};
```

### Java:

```
class Solution {  
public int minimumWhiteTiles(String floor, int numCarpets, int carpetLen) {  
  
}  
}
```

### Python3:

```
class Solution:  
    def minimumWhiteTiles(self, floor: str, numCarpets: int, carpetLen: int) ->  
        int:
```