

Problem 1240: Tiling a Rectangle with the Fewest Squares

Problem Information

Difficulty: **Hard**

Acceptance Rate: 0.00%

Paid Only: No

Problem Description

Given a rectangle of size

n

x

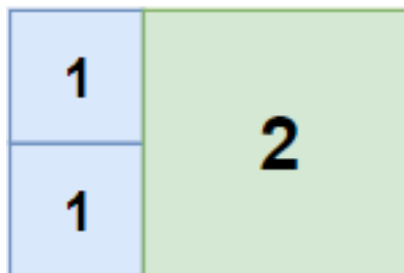
m

, return

the minimum number of integer-sided squares that tile the rectangle

.

Example 1:



Input:

$n = 2, m = 3$

Output:

3

Explanation:

3

squares are necessary to cover the rectangle.

2

(squares of

1x1

)

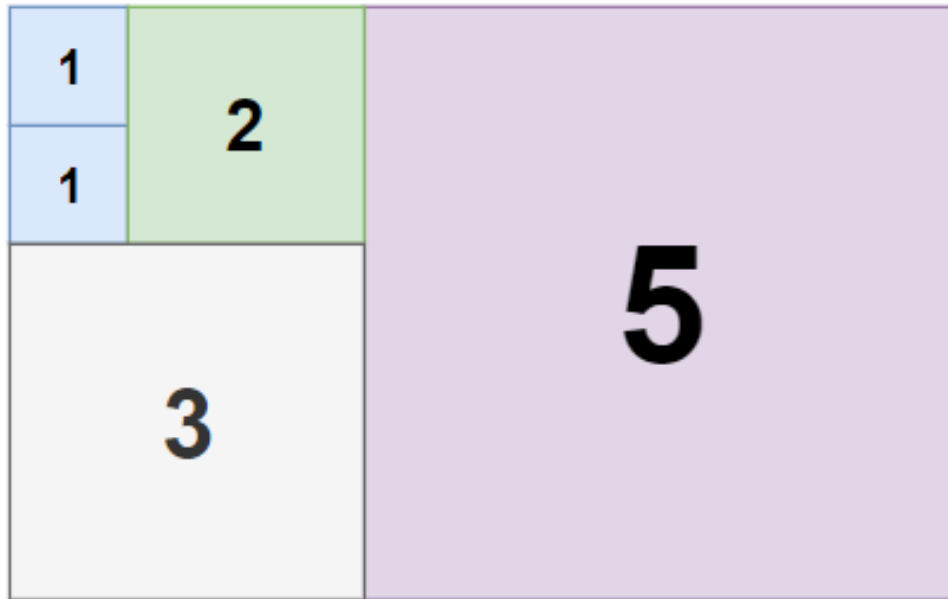
1

(square of

2x2

)

Example 2:



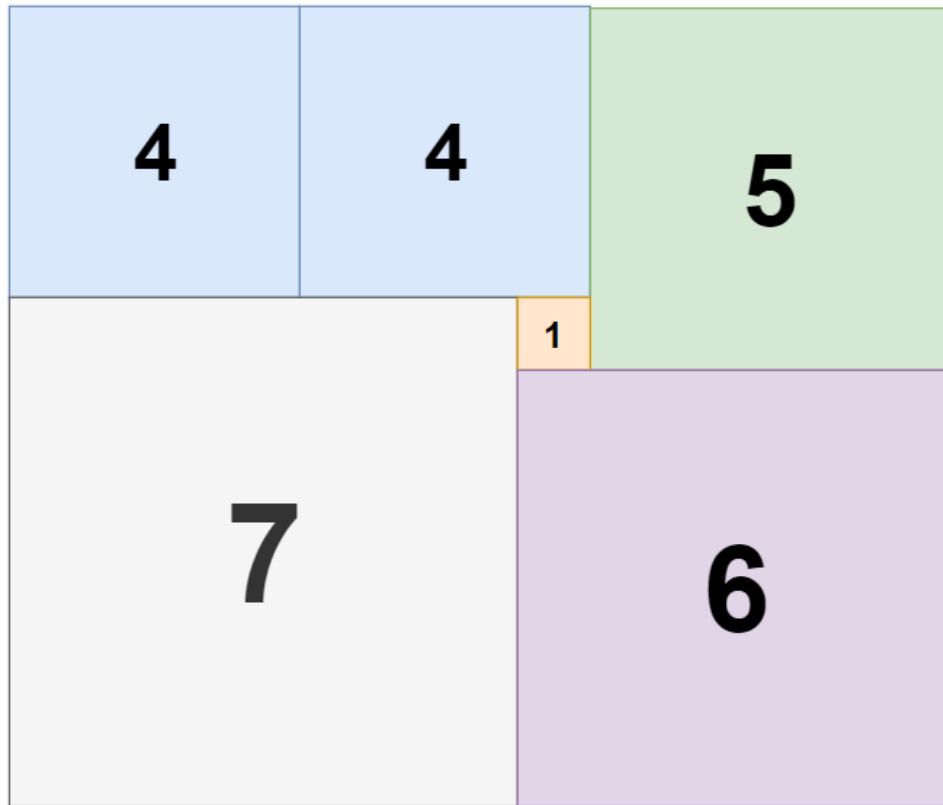
Input:

$n = 5, m = 8$

Output:

5

Example 3:



Input:

$n = 11, m = 13$

Output:

6

Constraints:

$1 \leq n, m \leq 13$

Code Snippets

C++:

```
class Solution {
public:
    int tilingRectangle(int n, int m) {
```

```
}  
};
```

Java:

```
class Solution {  
    public int tilingRectangle(int n, int m) {  
  
    }  
}
```

Python3:

```
class Solution:  
    def tilingRectangle(self, n: int, m: int) -> int:
```

Python:

```
class Solution(object):  
    def tilingRectangle(self, n, m):  
        """  
        :type n: int  
        :type m: int  
        :rtype: int  
        """
```

JavaScript:

```
/**  
 * @param {number} n  
 * @param {number} m  
 * @return {number}  
 */  
var tilingRectangle = function(n, m) {  
  
};
```

TypeScript:

```
function tilingRectangle(n: number, m: number): number {  
  
};
```

C#:

```
public class Solution {  
    public int TilingRectangle(int n, int m) {  
  
    }  
}
```

C:

```
int tilingRectangle(int n, int m) {  
  
}
```

Go:

```
func tilingRectangle(n int, m int) int {  
  
}
```

Kotlin:

```
class Solution {  
    fun tilingRectangle(n: Int, m: Int): Int {  
  
    }  
}
```

Swift:

```
class Solution {  
    func tilingRectangle(_ n: Int, _ m: Int) -> Int {  
  
    }  
}
```

Rust:

```
impl Solution {  
    pub fn tiling_rectangle(n: i32, m: i32) -> i32 {  
  
    }  
}
```

Ruby:

```
# @param {Integer} n
# @param {Integer} m
# @return {Integer}
def tiling_rectangle(n, m)

end
```

PHP:

```
class Solution {

    /**
     * @param Integer $n
     * @param Integer $m
     * @return Integer
     */
    function tilingRectangle($n, $m) {

    }

}
```

Dart:

```
class Solution {
  int tilingRectangle(int n, int m) {

  }
}
```

Scala:

```
object Solution {
  def tilingRectangle(n: Int, m: Int): Int = {

  }
}
```

Elixir:

```
defmodule Solution do
  @spec tiling_rectangle(n :: integer, m :: integer) :: integer
```

```
def tiling_rectangle(n, m) do

end

end
```

Erlang:

```
-spec tiling_rectangle(N :: integer(), M :: integer()) -> integer().
tiling_rectangle(N, M) ->

.
```

Racket:

```
(define/contract (tiling-rectangle n m)
  (-> exact-integer? exact-integer? exact-integer?)
)
```

Solutions

C++ Solution:

```
/*
 * Problem: Tiling a Rectangle with the Fewest Squares
 * Difficulty: Hard
 * Tags: general
 *
 * Approach: Optimized algorithm based on problem constraints
 * Time Complexity: O(n) to O(n^2) depending on approach
 * Space Complexity: O(1) to O(n) depending on approach
 */

class Solution {
public:
    int tilingRectangle(int n, int m) {

    }

};
```

Java Solution:

```

/**
 * Problem: Tiling a Rectangle with the Fewest Squares
 * Difficulty: Hard
 * Tags: general
 *
 * Approach: Optimized algorithm based on problem constraints
 * Time Complexity: O(n) to O(n^2) depending on approach
 * Space Complexity: O(1) to O(n) depending on approach
 */

class Solution {
public int tilingRectangle(int n, int m) {

}

}

```

Python3 Solution:

```

"""
Problem: Tiling a Rectangle with the Fewest Squares
Difficulty: Hard
Tags: general

Approach: Optimized algorithm based on problem constraints
Time Complexity: O(n) to O(n^2) depending on approach
Space Complexity: O(1) to O(n) depending on approach
"""

class Solution:
def tilingRectangle(self, n: int, m: int) -> int:
# TODO: Implement optimized solution
pass

```

Python Solution:

```

class Solution(object):
def tilingRectangle(self, n, m):
"""
:type n: int
:type m: int
:rtype: int
"""

```

JavaScript Solution:

```
/**
 * Problem: Tiling a Rectangle with the Fewest Squares
 * Difficulty: Hard
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 * Approach: Optimized algorithm based on problem constraints
 * Time Complexity: O(n) to O(n^2) depending on approach
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 */

/**
 * @param {number} n
 * @param {number} m
 * @return {number}
 */
var tilingRectangle = function(n, m) {

};
```

TypeScript Solution:

```
/**
 * Problem: Tiling a Rectangle with the Fewest Squares
 * Difficulty: Hard
 * Tags: general
 *
 * Approach: Optimized algorithm based on problem constraints
 * Time Complexity: O(n) to O(n^2) depending on approach
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 */

function tilingRectangle(n: number, m: number): number {

};
```

C# Solution:

```
/*
 * Problem: Tiling a Rectangle with the Fewest Squares
 * Difficulty: Hard
```

```

* Tags: general
*
* Approach: Optimized algorithm based on problem constraints
* Time Complexity: O(n) to O(n^2) depending on approach
* Space Complexity: O(1) to O(n) depending on approach
*/

public class Solution {
public int TilingRectangle(int n, int m) {

}

}

```

C Solution:

```

/*
* Problem: Tiling a Rectangle with the Fewest Squares
* Difficulty: Hard
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*
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* Time Complexity: O(n) to O(n^2) depending on approach
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*/

int tilingRectangle(int n, int m) {

}

```

Go Solution:

```

// Problem: Tiling a Rectangle with the Fewest Squares
// Difficulty: Hard
// Tags: general
//
// Approach: Optimized algorithm based on problem constraints
// Time Complexity: O(n) to O(n^2) depending on approach
// Space Complexity: O(1) to O(n) depending on approach

func tilingRectangle(n int, m int) int {

```

```
}
```

Kotlin Solution:

```
class Solution {  
    fun tilingRectangle(n: Int, m: Int): Int {  
  
    }  
}
```

Swift Solution:

```
class Solution {  
    func tilingRectangle(_ n: Int, _ m: Int) -> Int {  
  
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}
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Rust Solution:

```
// Problem: Tiling a Rectangle with the Fewest Squares  
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// Time Complexity: O(n) to O(n^2) depending on approach  
// Space Complexity: O(1) to O(n) depending on approach  
  
impl Solution {  
    pub fn tiling_rectangle(n: i32, m: i32) -> i32 {  
  
    }  
}
```

Ruby Solution:

```
# @param {Integer} n  
# @param {Integer} m  
# @return {Integer}  
def tiling_rectangle(n, m)
```

```
end
```

PHP Solution:

```
class Solution {  
  
    /**  
     * @param Integer $n  
     * @param Integer $m  
     * @return Integer  
     */  
    function tilingRectangle($n, $m) {  
  
    }  
}
```

Dart Solution:

```
class Solution {  
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object Solution {  
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defmodule Solution do  
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    def tiling_rectangle(n, m) do  
  
    end  
end
```

Erlang Solution:

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