

Problem 3745: Maximize Expression of Three Elements

Problem Information

Difficulty: [Easy](#)

Acceptance Rate: 0.00%

Paid Only: No

Problem Description

You are given an integer array

nums

.

Choose three elements

a

,

b

, and

c

from

nums

at

distinct

indices such that the value of the expression

$$a + b - c$$

is maximized.

Return an integer denoting the

maximum possible value

of this expression.

Example 1:

Input:

nums = [1,4,2,5]

Output:

8

Explanation:

We can choose

$$a = 4$$

,

$$b = 5$$

, and

$$c = 1$$

. The expression value is

$$4 + 5 - 1 = 8$$

, which is the maximum possible.

Example 2:

Input:

```
nums = [-2,0,5,-2,4]
```

Output:

11

Explanation:

We can choose

$$a = 5$$

,

$$b = 4$$

, and

$$c = -2$$

. The expression value is

$$5 + 4 - (-2) = 11$$

, which is the maximum possible.

Constraints:

$$3 \leq \text{nums.length} \leq 100$$

$$-100 \leq \text{nums}[i] \leq 100$$

Code Snippets

C++:

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

Java:

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

Python3:

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

Python:

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

JavaScript:

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

```
};
```

TypeScript:

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

C#:

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

C:

```
int maximizeExpressionOfThree(int* nums, int numsSize) {  
  
}
```

Go:

```
func maximizeExpressionOfThree(nums []int) int {  
  
}
```

Kotlin:

```
class Solution {  
    fun maximizeExpressionOfThree(nums: IntArray): Int {  
        }  
    }  
}
```

Swift:

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

```
}
```

Rust:

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

Ruby:

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

end
```

PHP:

```
class Solution {

    /**
     * @param Integer[] $nums
     * @return Integer
     */
    function maximizeExpressionOfThree($nums) {

    }
}
```

Dart:

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

Scala:

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

Elixir:

```
defmodule Solution do  
  @spec maximize_expression_of_three(list :: [integer]) :: integer  
  def maximize_expression_of_three(list) do  
    end  
    end
```

Erlang:

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

Racket:

```
(define/contract (maximize-expression-of-three nums)  
  (-> (listof exact-integer?) exact-integer?)  
)
```

Solutions

C++ Solution:

```
/*  
 * Problem: Maximize Expression of Three Elements  
 * Difficulty: Easy  
 * Tags: array, greedy, sort  
 *  
 * 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 maximizeExpressionOfThree(vector<int>& nums) {  
  
    }  
};
```

Java Solution:

```
/**  
 * Problem: Maximize Expression of Three Elements  
 * Difficulty: Easy  
 * Tags: array, greedy, sort  
 *  
 * 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 maximizeExpressionOfThree(int[] nums) {  
  
}  
}
```

Python3 Solution:

```
"""  
Problem: Maximize Expression of Three Elements  
Difficulty: Easy  
Tags: array, greedy, sort  
  
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 maximizeExpressionOfThree(self, nums: List[int]) -> int:  
        # TODO: Implement optimized solution  
        pass
```

Python Solution:

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

JavaScript Solution:

```
/**
 * Problem: Maximize Expression of Three Elements
 * Difficulty: Easy
 * Tags: array, greedy, sort
 *
 * 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 {number}
 */
var maximizeExpressionOfThree = function(nums) {

};
```

TypeScript Solution:

```
/**
 * Problem: Maximize Expression of Three Elements
 * Difficulty: Easy
 * Tags: array, greedy, sort
 *
 * 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 maximizeExpressionOfThree(nums: number[]): number {
```

```
};
```

C# Solution:

```
/*
 * Problem: Maximize Expression of Three Elements
 * Difficulty: Easy
 * Tags: array, greedy, sort
 *
 * 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 MaximizeExpressionOfThree(int[] nums) {
        ...
    }
}
```

C Solution:

```
/*
 * Problem: Maximize Expression of Three Elements
 * Difficulty: Easy
 * Tags: array, greedy, sort
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
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 */

int maximizeExpressionOfThree(int* nums, int numsSize) {
    ...
}
```

Go Solution:

```
// Problem: Maximize Expression of Three Elements
// Difficulty: Easy
```

```

// Tags: array, greedy, sort
//
// 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 maximizeExpressionOfThree(nums []int) int {
}

```

Kotlin Solution:

```

class Solution {
    fun maximizeExpressionOfThree(nums: IntArray): Int {
        return 0
    }
}

```

Swift Solution:

```

class Solution {
    func maximizeExpressionOfThree(_ nums: [Int]) -> Int {
        return 0
    }
}

```

Rust Solution:

```

// Problem: Maximize Expression of Three Elements
// Difficulty: Easy
// Tags: array, greedy, sort
//
// 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 maximize_expression_of_three(nums: Vec<i32>) -> i32 {
        return 0
    }
}

```

Ruby Solution:

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

end
```

PHP Solution:

```
class Solution {

    /**
     * @param Integer[] $nums
     * @return Integer
     */
    function maximizeExpressionOfThree($nums) {

    }
}
```

Dart Solution:

```
class Solution {
int maximizeExpressionOfThree(List<int> nums) {

}
```

Scala Solution:

```
object Solution {
def maximizeExpressionOfThree(nums: Array[Int]): Int = {

}
```

Elixir Solution:

```
defmodule Solution do
@spec maximize_expression_of_three(nums :: [integer]) :: integer
def maximize_expression_of_three(nums) do
```

```
end  
end
```

Erlang Solution:

```
-spec maximize_expression_of_three(Nums :: [integer()]) -> integer().  
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(define/contract (maximize-expression-of-three nums)  
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