

Problem 312: Burst Balloons

Problem Information

Difficulty: Hard

Acceptance Rate: 0.00%

Paid Only: No

Problem Description

You are given

n

balloons, indexed from

0

to

$n - 1$

. Each balloon is painted with a number on it represented by an array

`nums`

. You are asked to burst all the balloons.

If you burst the

i

th

balloon, you will get

$\text{nums}[i - 1] * \text{nums}[i] * \text{nums}[i + 1]$

coins. If

$i - 1$

or

$i + 1$

goes out of bounds of the array, then treat it as if there is a balloon with a

1

painted on it.

Return

the maximum coins you can collect by bursting the balloons wisely

.

Example 1:

Input:

$\text{nums} = [3, 1, 5, 8]$

Output:

167

Explanation:

$\text{nums} = [3, 1, 5, 8] \rightarrow [3, 5, 8] \rightarrow [3, 8] \rightarrow [8] \rightarrow []$ coins = $3 * 1 * 5 + 3 * 5 * 8 + 1 * 3 * 8 + 1 * 8 * 1 = 167$

Example 2:

Input:

```
nums = [1,5]
```

Output:

```
10
```

Constraints:

```
n == nums.length
```

```
1 <= n <= 300
```

```
0 <= nums[i] <= 100
```

Code Snippets

C++:

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

Java:

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

Python3:

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

Python:

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

JavaScript:

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

TypeScript:

```
function maxCoins(nums: number[]): number {
}
```

C#:

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

C:

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

Go:

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

Kotlin:

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

Swift:

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

Rust:

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

Ruby:

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

PHP:

```
class Solution {  
  
    /**  
     * @param Integer[] $nums  
     * @return Integer  
     */  
    function maxCoins($nums) {  
  
    }
```

```
}
```

Dart:

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

Scala:

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

Elixir:

```
defmodule Solution do  
  @spec max_coins(list(integer)) :: integer  
  def max_coins(nums) do  
  
  end  
end
```

Erlang:

```
-spec max_coins(list(integer)) -> integer().  
max_coins(Nums) ->  
.
```

Racket:

```
(define/contract (max-coins nums)  
  (-> (listof exact-integer?) exact-integer?)  
)
```

Solutions

C++ Solution:

```
/*
 * Problem: Burst Balloons
 * Difficulty: Hard
 * Tags: array, dp
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(n) or O(n * m) for DP table
 */

class Solution {
public:
    int maxCoins(vector<int>& nums) {

    }
};
```

Java Solution:

```
/**
 * Problem: Burst Balloons
 * Difficulty: Hard
 * Tags: array, dp
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(n) or O(n * m) for DP table
 */

class Solution {
    public int maxCoins(int[] nums) {

    }
}
```

Python3 Solution:

```
"""
Problem: Burst Balloons
Difficulty: Hard
Tags: array, dp
```

```
Approach: Use two pointers or sliding window technique
Time Complexity: O(n) or O(n log n)
Space Complexity: O(n) or O(n * m) for DP table
"""

```

```
class Solution:
    def maxCoins(self, nums: List[int]) -> int:
        # TODO: Implement optimized solution
        pass
```

Python Solution:

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

```

JavaScript Solution:

```
/**
 * Problem: Burst Balloons
 * Difficulty: Hard
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/**
 * @param {number[]} nums
 * @return {number}
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var maxCoins = function(nums) {
}
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TypeScript Solution:

```

/**
 * Problem: Burst Balloons
 * Difficulty: Hard
 * Tags: array, dp
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
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 */

function maxCoins(nums: number[]): number {

};

```

C# Solution:

```

/*
 * Problem: Burst Balloons
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 * Time Complexity: O(n) or O(n log n)
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 */

public class Solution {
    public int MaxCoins(int[] nums) {
        return 0;
    }
}

```

C Solution:

```

/*
 * Problem: Burst Balloons
 * Difficulty: Hard
 * Tags: array, dp
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 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(n) or O(n * m) for DP table
 */

```

```
*/  
  
int maxCoins(int* nums, int numsSize) {  
  
}  

```

Go Solution:

```
// Problem: Burst Balloons  
// Difficulty: Hard  
// Tags: array, dp  
//  
// Approach: Use two pointers or sliding window technique  
// Time Complexity: O(n) or O(n log n)  
// Space Complexity: O(n) or O(n * m) for DP table  
  
func maxCoins(nums []int) int {  
  
}
```

Kotlin Solution:

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

Swift Solution:

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

Rust Solution:

```
// Problem: Burst Balloons  
// Difficulty: Hard  
// Tags: array, dp
```

```

// 
// Approach: Use two pointers or sliding window technique
// Time Complexity: O(n) or O(n log n)
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impl Solution {
pub fn max_coins(nums: Vec<i32>) -> i32 {

}
}

```

Ruby Solution:

```

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

end

```

PHP Solution:

```

class Solution {

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

}
}

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Dart Solution:

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class Solution {
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object Solution {  
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        }  
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