

Problem 1909: Remove One Element to Make the Array Strictly Increasing

Problem Information

Difficulty: [Easy](#)

Acceptance Rate: 0.00%

Paid Only: No

Problem Description

Given a

0-indexed

integer array

nums

, return

true

if it can be made

strictly increasing

after removing

exactly one

element, or

false

otherwise. If the array is already strictly increasing, return

true

.

The array

nums

is

strictly increasing

if

$\text{nums}[i - 1] < \text{nums}[i]$

for each index

$(1 \leq i < \text{nums.length})$.

Example 1:

Input:

nums = [1,2,

10

,5,7]

Output:

true

Explanation:

By removing 10 at index 2 from nums, it becomes [1,2,5,7]. [1,2,5,7] is strictly increasing, so return true.

Example 2:

Input:

nums = [2,3,1,2]

Output:

false

Explanation:

[3,1,2] is the result of removing the element at index 0. [2,1,2] is the result of removing the element at index 1. [2,3,2] is the result of removing the element at index 2. [2,3,1] is the result of removing the element at index 3. No resulting array is strictly increasing, so return false.

Example 3:

Input:

nums = [1,1,1]

Output:

false

Explanation:

The result of removing any element is [1,1]. [1,1] is not strictly increasing, so return false.

Constraints:

$2 \leq \text{nums.length} \leq 1000$

$1 \leq \text{nums}[i] \leq 1000$

Code Snippets

C++:

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

Java:

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

Python3:

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

Python:

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

JavaScript:

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

TypeScript:

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

C#:

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

C:

```
bool canBeIncreasing(int* nums, int numsSize) {  
  
}
```

Go:

```
func canBeIncreasing(nums []int) bool {  
  
}
```

Kotlin:

```
class Solution {  
    fun canBeIncreasing(nums: IntArray): Boolean {  
  
    }  
}
```

Swift:

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

Rust:

```

impl Solution {
  pub fn can_be_increasing(nums: Vec<i32>) -> bool {

  }
}

```

Ruby:

```

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

end

```

PHP:

```

class Solution {

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

    }

}

```

Dart:

```

class Solution {
  bool canBeIncreasing(List<int> nums) {

  }
}

```

Scala:

```

object Solution {
  def canBeIncreasing(nums: Array[Int]): Boolean = {

  }
}

```

Elixir:

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

  end

end
```

Erlang:

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

Racket:

```
(define/contract (can-be-increasing nums)
  (-> (listof exact-integer?) boolean?)
)
```

Solutions

C++ Solution:

```
/*
 * Problem: Remove One Element to Make the Array Strictly Increasing
 * Difficulty: Easy
 * Tags: array
 *
 * 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:
    bool canBeIncreasing(vector<int>& nums) {

    }

};
```

Java Solution:

```
/**
 * Problem: Remove One Element to Make the Array Strictly Increasing
 * Difficulty: Easy
 * Tags: array
 *
 * 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 boolean canBeIncreasing(int[] nums) {

    }
}
```

Python3 Solution:

```
"""
Problem: Remove One Element to Make the Array Strictly Increasing
Difficulty: Easy
Tags: array

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 canBeIncreasing(self, nums: List[int]) -> bool:
        # TODO: Implement optimized solution
        pass
```

Python Solution:

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



```
"""
```

JavaScript Solution:

```
/**
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 */

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

};
```

TypeScript Solution:

```
/**
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 * Time Complexity: O(n) or O(n log n)
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 */

function canBeIncreasing(nums: number[]): boolean {

};
```

C# Solution:

```

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 */

public class Solution {
    public bool CanBeIncreasing(int[] nums) {

    }
}

```

C Solution:

```

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 * Problem: Remove One Element to Make the Array Strictly Increasing
 * Difficulty: Easy
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 */

bool canBeIncreasing(int* nums, int numsSize) {

}

```

Go Solution:

```

// Problem: Remove One Element to Make the Array Strictly Increasing
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```

```

func canBeIncreasing(nums []int) bool {

}

```

Kotlin Solution:

```

class Solution {
    fun canBeIncreasing(nums: IntArray): Boolean {

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Swift Solution:

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class Solution {
    func canBeIncreasing(_ nums: [Int]) -> Bool {

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impl Solution {
    pub fn can_be_increasing(nums: Vec<i32>) -> bool {

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```

Ruby Solution:

```

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

```

```
end
```

PHP Solution:

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

Dart Solution:

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class Solution {  
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object Solution {  
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