

Problem 3493: Properties Graph

Problem Information

Difficulty: Medium

Acceptance Rate: 0.00%

Paid Only: No

Problem Description

You are given a 2D integer array

properties

having dimensions

$n \times m$

and an integer

k

Define a function

`intersect(a, b)`

that returns the

number of distinct integers

common to both arrays

a

and

b

.

Construct an

undirected

graph where each index

i

corresponds to

properties[i]

. There is an edge between node

i

and node

j

if and only if

$\text{intersect}(\text{properties}[i], \text{properties}[j]) \geq k$

, where

i

and

j

are in the range

$[0, n - 1]$

and

$i \neq j$

Return the number of

connected components

in the resulting graph.

Example 1:

Input:

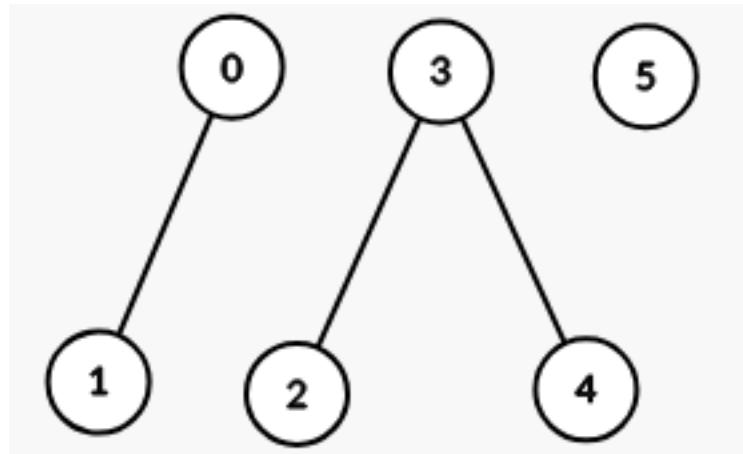
properties = [[1,2],[1,1],[3,4],[4,5],[5,6],[7,7]], k = 1

Output:

3

Explanation:

The graph formed has 3 connected components:



Example 2:

Input:

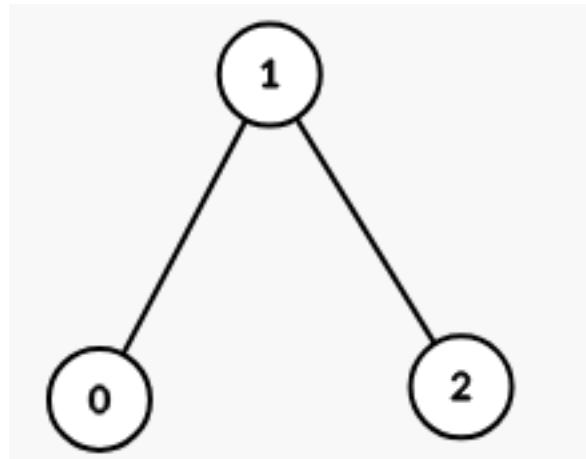
```
properties = [[1,2,3],[2,3,4],[4,3,5]], k = 2
```

Output:

1

Explanation:

The graph formed has 1 connected component:



Example 3:

Input:

```
properties = [[1,1],[1,1]], k = 2
```

Output:

2

Explanation:

```
intersect(properties[0], properties[1]) = 1
```

, which is less than

k

. This means there is no edge between

properties[0]

and

properties[1]

in the graph.

Constraints:

$1 \leq n == \text{properties.length} \leq 100$

$1 \leq m == \text{properties[i].length} \leq 100$

$1 \leq \text{properties}[i][j] \leq 100$

$1 \leq k \leq m$

Code Snippets

C++:

```
class Solution {
public:
    int numberOfComponents(vector<vector<int>>& properties, int k) {
        }
    };
}
```

Java:

```
class Solution {
public int numberOfComponents(int[][] properties, int k) {
```

```
}
```

```
}
```

Python3:

```
class Solution:  
    def numberOfComponents(self, properties: List[List[int]], k: int) -> int:
```

Python:

```
class Solution(object):  
    def numberOfComponents(self, properties, k):  
        """  
        :type properties: List[List[int]]  
        :type k: int  
        :rtype: int  
        """
```

JavaScript:

```
/**  
 * @param {number[][]} properties  
 * @param {number} k  
 * @return {number}  
 */  
var numberOfComponents = function(properties, k) {  
  
};
```

TypeScript:

```
function numberOfComponents(properties: number[][], k: number): number {  
  
};
```

C#:

```
public class Solution {  
    public int NumberOfComponents(int[][] properties, int k) {  
  
}
```

```
}
```

C:

```
int numberOfComponents(int** properties, int propertiesSize, int*  
propertiesColSize, int k) {  
  
}
```

Go:

```
func numberOfComponents(properties [][]int, k int) int {  
  
}
```

Kotlin:

```
class Solution {  
  
    fun numberOfComponents(properties: Array<IntArray>, k: Int): Int {  
  
    }  
}
```

Swift:

```
class Solution {  
  
    func numberOfComponents(_ properties: [[Int]], _ k: Int) -> Int {  
  
    }  
}
```

Rust:

```
impl Solution {  
  
    pub fn number_of_components(properties: Vec<Vec<i32>>, k: i32) -> i32 {  
  
    }  
}
```

Ruby:

```

# @param {Integer[][]} properties
# @param {Integer} k
# @return {Integer}
def number_of_components(properties, k)

end

```

PHP:

```

class Solution {

    /**
     * @param Integer[][] $properties
     * @param Integer $k
     * @return Integer
     */
    function numberOfComponents($properties, $k) {

    }
}

```

Dart:

```

class Solution {
    int numberOfComponents(List<List<int>> properties, int k) {
        }
}

```

Scala:

```

object Solution {
    def numberOfComponents(properties: Array[Array[Int]], k: Int): Int = {
        }
}

```

Elixir:

```

defmodule Solution do
    @spec number_of_components(properties :: [[integer]], k :: integer) :: integer
    def number_of_components(properties, k) do

```

```
end  
end
```

Erlang:

```
-spec number_of_components(Properties :: [[integer()]], K :: integer()) ->  
    integer().  
number_of_components(Properties, K) ->  
    .
```

Racket:

```
(define/contract (number-of-components properties k)  
  (-> (listof (listof exact-integer?)) exact-integer? exact-integer?)  
  )
```

Solutions

C++ Solution:

```
/*  
 * Problem: Properties Graph  
 * Difficulty: Medium  
 * Tags: array, graph, hash, search  
 *  
 * Approach: Use two pointers or sliding window technique  
 * Time Complexity: O(n) or O(n log n)  
 * Space Complexity: O(n) for hash map  
 */  
  
class Solution {  
public:  
    int numberOfComponents(vector<vector<int>>& properties, int k) {  
  
    }  
};
```

Java Solution:

```

/**
 * Problem: Properties Graph
 * Difficulty: Medium
 * Tags: array, graph, hash, search
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(n) for hash map
 */

class Solution {
    public int numberComponents(int[][] properties, int k) {
        ...
    }
}

```

Python3 Solution:

```

"""
Problem: Properties Graph
Difficulty: Medium
Tags: array, graph, hash, search

Approach: Use two pointers or sliding window technique
Time Complexity: O(n) or O(n log n)
Space Complexity: O(n) for hash map
"""

class Solution:
    def numberComponents(self, properties: List[List[int]], k: int) -> int:
        # TODO: Implement optimized solution
        pass

```

Python Solution:

```

class Solution(object):
    def numberComponents(self, properties, k):
        """
:type properties: List[List[int]]
:type k: int
:rtype: int
"""

```

JavaScript Solution:

```
/**  
 * Problem: Properties Graph  
 * Difficulty: Medium  
 * Tags: array, graph, hash, search  
 *  
 * Approach: Use two pointers or sliding window technique  
 * Time Complexity: O(n) or O(n log n)  
 * Space Complexity: O(n) for hash map  
 */  
  
/**  
 * @param {number[][][]} properties  
 * @param {number} k  
 * @return {number}  
 */  
var numberOfComponents = function(properties, k) {  
  
};
```

TypeScript Solution:

```
/**  
 * Problem: Properties Graph  
 * Difficulty: Medium  
 * Tags: array, graph, hash, search  
 *  
 * Approach: Use two pointers or sliding window technique  
 * Time Complexity: O(n) or O(n log n)  
 * Space Complexity: O(n) for hash map  
 */  
  
function numberOfComponents(properties: number[][], k: number): number {  
  
};
```

C# Solution:

```
/*  
 * Problem: Properties Graph  
 * Difficulty: Medium
```

```

* Tags: array, graph, hash, search
*
* Approach: Use two pointers or sliding window technique
* Time Complexity: O(n) or O(n log n)
* Space Complexity: O(n) for hash map
*/
public class Solution {
    public int NumberOfComponents(int[][] properties, int k) {
        }
    }
}

```

C Solution:

```

/*
 * Problem: Properties Graph
 * Difficulty: Medium
 * Tags: array, graph, hash, search
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(n) for hash map
*/
int numberOfComponents(int** properties, int propertiesSize, int* propertiesColSize, int k) {
}

```

Go Solution:

```

// Problem: Properties Graph
// Difficulty: Medium
// Tags: array, graph, hash, search
//
// Approach: Use two pointers or sliding window technique
// Time Complexity: O(n) or O(n log n)
// Space Complexity: O(n) for hash map

func numberOfComponents(properties [][]int, k int) int {
}

```

```
}
```

Kotlin Solution:

```
class Solution {  
    fun numberComponents(properties: Array<IntArray>, k: Int): Int {  
        //  
        //  
        //  
        return 0  
    }  
}
```

Swift Solution:

```
class Solution {  
    func numberComponents(_ properties: [[Int]], _ k: Int) -> Int {  
        //  
        //  
        //  
        return 0  
    }  
}
```

Rust Solution:

```
// Problem: Properties Graph  
// Difficulty: Medium  
// Tags: array, graph, hash, search  
//  
// Approach: Use two pointers or sliding window technique  
// Time Complexity: O(n) or O(n log n)  
// Space Complexity: O(n) for hash map  
  
impl Solution {  
    pub fn number_of_components(properties: Vec<Vec<i32>>, k: i32) -> i32 {  
        //  
        //  
        //  
        return 0  
    }  
}
```

Ruby Solution:

```
# @param {Integer[][]} properties  
# @param {Integer} k  
# @return {Integer}  
def number_of_components(properties, k)
```

```
end
```

PHP Solution:

```
class Solution {  
  
    /**  
     * @param Integer[][] $properties  
     * @param Integer $k  
     * @return Integer  
     */  
    function numberOfComponents($properties, $k) {  
  
    }  
}
```

Dart Solution:

```
class Solution {  
int numberOfComponents(List<List<int>> properties, int k) {  
  
}  
}
```

Scala Solution:

```
object Solution {  
def numberOfComponents(properties: Array[Array[Int]], k: Int): Int = {  
  
}  
}
```

Elixir Solution:

```
defmodule Solution do  
@spec number_of_components(properties :: [[integer]], k :: integer) ::  
integer  
def number_of_components(properties, k) do  
  
end
```

```
end
```

Erlang Solution:

```
-spec number_of_components(Properties :: [[integer()]], K :: integer()) ->  
    integer().  
  
number_of_components(Properties, K) ->  
    .
```

Racket Solution:

```
(define/contract (number-of-components properties k)  
  (-> (listof (listof exact-integer?)) exact-integer? exact-integer?)  
 )
```