

# Problem 2184: Number of Ways to Build Sturdy Brick Wall

## Problem Information

**Difficulty:** Medium

**Acceptance Rate:** 49.44%

**Paid Only:** Yes

**Tags:** Array, Dynamic Programming, Bit Manipulation, Bitmask

## Problem Description

You are given integers `height` and `width` which specify the dimensions of a brick wall you are building. You are also given a `0-indexed` array of `unique` integers `bricks`, where the `i`th brick has a height of `1` and a width of `bricks[i]`. You have an `infinite` supply of each type of brick and bricks may `not` be rotated.

Each row in the wall must be exactly `width` units long. For the wall to be `sturdy`, adjacent rows in the wall should `not` join bricks at the same location, except at the ends of the wall.

Return `the number of ways to build a sturdy wall.` Since the answer may be very large, return it `modulo` `109 + 7`.

**Example 1:**



**Input:** `height = 2, width = 3, bricks = [1,2]` **Output:** `2` **Explanation:** The first two walls in the diagram show the only two ways to build a sturdy brick wall. Note that the third wall in the diagram is not sturdy because adjacent rows join bricks 2 units from the left.

**Example 2:**

**Input:** `height = 1, width = 1, bricks = [5]` **Output:** `0` **Explanation:** There are no ways to build a sturdy wall because the only type of brick we have is longer than the width of the wall.

**\*\*Constraints:\*\***

\* `1 <= height <= 100` \* `1 <= width <= 10` \* `1 <= bricks.length <= 10` \* `1 <= bricks[i] <= 10`  
\* All the values of `bricks` are **\*\*unique\*\***.

## Code Snippets

**C++:**

```
class Solution {
public:
    int buildWall(int height, int width, vector<int>& bricks) {

    }
};
```

**Java:**

```
class Solution {
    public int buildWall(int height, int width, int[] bricks) {

    }
}
```

**Python3:**

```
class Solution:
    def buildWall(self, height: int, width: int, bricks: List[int]) -> int:
```