

Problem 2263: Make Array Non-decreasing or Non-increasing

Problem Information

Difficulty: Hard

Acceptance Rate: 0.00%

Paid Only: No

Problem Description

You are given a

0-indexed

integer array

nums

. In one operation, you can:

Choose an index

i

in the range

$0 \leq i < \text{nums.length}$

Set

$\text{nums}[i]$

to

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

or

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

Return

the

minimum

number of operations to make

nums

non-decreasing

or

non-increasing

.

Example 1:

Input:

$\text{nums} = [3, 2, 4, 5, 0]$

Output:

4

Explanation:

One possible way to turn nums into non-increasing order is to: - Add 1 to $\text{nums}[1]$ once so that it becomes 3. - Subtract 1 from $\text{nums}[2]$ once so it becomes 3. - Subtract 1 from $\text{nums}[3]$ twice so it becomes 3. After doing the 4 operations, nums becomes $[3, 3, 3, 3, 0]$ which is in non-increasing order. Note that it is also possible to turn nums into $[4, 4, 4, 4, 0]$ in 4 operations. It can be proven that 4 is the minimum number of operations needed.

Example 2:

Input:

nums = [2,2,3,4]

Output:

0

Explanation:

nums is already in non-decreasing order, so no operations are needed and we return 0.

Example 3:

Input:

nums = [0]

Output:

0

Explanation:

nums is already in non-decreasing order, so no operations are needed and we return 0.

Constraints:

$1 \leq \text{nums.length} \leq 1000$

$0 \leq \text{nums}[i] \leq 1000$

Follow up:

Can you solve it in

$O(n \log n)$

time complexity?

Code Snippets

C++:

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

Java:

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

Python3:

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

Python:

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

JavaScript:

```
/**  
 * @param {number[]} nums
```

```
* @return {number}
*/
var convertArray = function(nums) {
};

}
```

TypeScript:

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

}
```

C#:

```
public class Solution {
public int ConvertArray(int[] nums) {

}
}
```

C:

```
int convertArray(int* nums, int numsSize) {

}
```

Go:

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

Kotlin:

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

Swift:

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

Rust:

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

Ruby:

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

PHP:

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

Dart:

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

Scala:

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

Elixir:

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

Erlang:

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

Racket:

```
(define/contract (convert-array nums)  
  (-> (listof exact-integer?) exact-integer?)  
)
```

Solutions

C++ Solution:

```
/*  
 * Problem: Make Array Non-decreasing or Non-increasing  
 * Difficulty: Hard  
 * Tags: array, dp, greedy  
 *  
 * 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 convertArray(vector<int>& nums) {  
  
    }  
};
```

Java Solution:

```
/**  
 * Problem: Make Array Non-decreasing or Non-increasing  
 * Difficulty: Hard  
 * Tags: array, dp, greedy  
 *  
 * 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 convertArray(int[] nums) {  
  
}  
}
```

Python3 Solution:

```
"""  
Problem: Make Array Non-decreasing or Non-increasing  
Difficulty: Hard  
Tags: array, dp, greedy  
  
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 convertArray(self, nums: List[int]) -> int:  
        # TODO: Implement optimized solution
```

```
pass
```

Python Solution:

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

```

JavaScript Solution:

```
/**
 * Problem: Make Array Non-decreasing or Non-increasing
 * Difficulty: Hard
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 * Time Complexity: O(n) or O(n log n)
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 */

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

};


```

TypeScript Solution:

```
/**
 * Problem: Make Array Non-decreasing or Non-increasing
 * Difficulty: Hard
 * Tags: array, dp, greedy
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 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
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```

```
*/\n\nfunction convertArray(nums: number[]): number {\n};
```

C# Solution:

```
/*\n * Problem: Make Array Non-decreasing or Non-increasing\n * Difficulty: Hard\n * Tags: array, dp, greedy\n *\n * Approach: Use two pointers or sliding window technique\n * Time Complexity: O(n) or O(n log n)\n * Space Complexity: O(n) or O(n * m) for DP table\n */\n\npublic class Solution {\n    public int ConvertArray(int[] nums) {\n\n    }\n}
```

C Solution:

```
/*\n * Problem: Make Array Non-decreasing or Non-increasing\n * Difficulty: Hard\n * Tags: array, dp, greedy\n *\n * Approach: Use two pointers or sliding window technique\n * Time Complexity: O(n) or O(n log n)\n * Space Complexity: O(n) or O(n * m) for DP table\n */\n\nint convertArray(int* nums, int numsSize) {\n\n}
```

Go Solution:

```

// Problem: Make Array Non-decreasing or Non-increasing
// Difficulty: Hard
// Tags: array, dp, greedy
//
// 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 convertArray(nums []int) int {

}

```

Kotlin Solution:

```

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

```

Swift Solution:

```

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

```

Rust Solution:

```

// Problem: Make Array Non-decreasing or Non-increasing
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// Time Complexity: O(n) or O(n log n)
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impl Solution {
    pub fn convert_array(nums: Vec<i32>) -> i32 {
        return 0
    }
}

```

```
}
```

Ruby Solution:

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

end
```

PHP Solution:

```
class Solution {

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

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