

# Problem 631: Design Excel Sum Formula

## Problem Information

**Difficulty:** Hard

**Acceptance Rate:** 40.39%

**Paid Only:** Yes

**Tags:** Array, Hash Table, String, Graph, Design, Topological Sort, Matrix

## Problem Description

Design the basic function of \*\*Excel\*\* and implement the function of the sum formula.

Implement the `Excel` class:

\* `Excel(int height, char width)` Initializes the object with the `height` and the `width` of the sheet. The sheet is an integer matrix `mat` of size `height x width` with the row index in the range `[1, height]` and the column index in the range `['A', width]`. All the values should be \*\*zero\*\* initially.  
\* `void set(int row, char column, int val)` Changes the value at `mat[row][column]` to be `val`. \* `int get(int row, char column)` Returns the value at `mat[row][column]`. \* `int sum(int row, char column, List<String> numbers)` Sets the value at `mat[row][column]` to be the sum of cells represented by `numbers` and returns the value at `mat[row][column]`. This sum formula \*\*should exist\*\* until this cell is overlapped by another value or another sum formula. `numbers[i]` could be on the format:  
\* `""ColRow""` that represents a single cell. \* For example, `""F7""` represents the cell `mat[7]['F']`. \* `""ColRow1:ColRow2""` that represents a range of cells. The range will always be a rectangle where `""ColRow1""` represent the position of the top-left cell, and `""ColRow2""` represents the position of the bottom-right cell. \* For example, `""B3:F7""` represents the cells `mat[i][j]` for `3 <= i <= 7` and `B <= j <= F`.

**Note:** You could assume that there will not be any circular sum reference.

\* For example, `mat[1]['A'] == sum(1, "B")` and `mat[1]['B'] == sum(1, "A")`.

**Example 1:**

```
**Input** ["Excel", "set", "sum", "set", "get"] [[3, "C"], [1, "A", 2], [3, "C", ["A1", "A1:B2"]], [2, "B", 2], [3, "C"]]
**Output** [null, null, 4, null, 6]
**Explanation**
Excel excel = new Excel(3, "C");
// construct a 3*3 2D array with all zero. // A B C // 1 0 0 0 // 2 0 0 0 // 3 0 0 0
excel.set(1, "A", 2);
// set mat[1]["A"] to be 2. // A B C // 1 2 0 0 // 2 0 0 0 // 3 0 0 0
excel.sum(3, "C", ["A1", "A1:B2"]);
// return 4 // set mat[3]["C"] to be the sum of value at mat[1]["A"] and the values sum of the rectangle range whose top-left cell is mat[1]["A"] and bottom-right cell is mat[2]["B"]. // A B C // 1 2 0 0 // 2 0 0 0 // 3 0 0 4
excel.set(2, "B", 2);
// set mat[2]["B"] to be 2. Note mat[3]["C"] should also be changed. // A B C // 1 2 0 0 // 2 0 2 0 // 3 0 0 6
excel.get(3, "C");
// return 6
```

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

\* `1 <= height <= 26` \* `A' <= width <= 'Z'` \* `1 <= row <= height` \* `A' <= column <= width` \* `-100 <= val <= 100` \* `1 <= numbers.length <= 5` \* `numbers[i]` has the format ``ColRow`` or ``ColRow1:ColRow2``. \* At most `100` calls will be made to `set`, `get`, and `sum`.

## Code Snippets

**C++:**

```
class Excel {
public:
    Excel(int height, char width) {

    }

    void set(int row, char column, int val) {

    }

    int get(int row, char column) {

    }

    int sum(int row, char column, vector<string> numbers) {

    }
};

/***
* Your Excel object will be instantiated and called as such:
* Excel* obj = new Excel(height, width);
*/
```

```
* obj->set(row,column,val);
* int param_2 = obj->get(row,column);
* int param_3 = obj->sum(row,column,numbers);
*/
```

### Java:

```
class Excel {

    public Excel(int height, char width) {

    }

    public void set(int row, char column, int val) {

    }

    public int get(int row, char column) {

    }

    public int sum(int row, char column, String[] numbers) {

    }

}

/**
 * Your Excel object will be instantiated and called as such:
 * Excel obj = new Excel(height, width);
 * obj.set(row,column,val);
 * int param_2 = obj.get(row,column);
 * int param_3 = obj.sum(row,column,numbers);
 */
```

### Python3:

```
class Excel:

    def __init__(self, height: int, width: str):

        def set(self, row: int, column: str, val: int) -> None:
```

```
def get(self, row: int, column: str) -> int:

def sum(self, row: int, column: str, numbers: List[str]) -> int:

# Your Excel object will be instantiated and called as such:
# obj = Excel(height, width)
# obj.set(row,column,val)
# param_2 = obj.get(row,column)
# param_3 = obj.sum(row,column,numbers)
```