

# Problem 453: Minimum Moves to Equal Array Elements

## Problem Information

Difficulty: Medium

Acceptance Rate: 0.00%

Paid Only: No

## Problem Description

Given an integer array

nums

of size

n

, return

the minimum number of moves required to make all array elements equal

In one move, you can increment

$n - 1$

elements of the array by

1

Example 1:

Input:

nums = [1,2,3]

Output:

3

Explanation:

Only three moves are needed (remember each move increments two elements): [1,2,3] => [2,3,3] => [3,4,3] => [4,4,4]

Example 2:

Input:

nums = [1,1,1]

Output:

0

Constraints:

$n == \text{nums.length}$

$1 \leq \text{nums.length} \leq 10$

5

-10

9

$\leq \text{nums}[i] \leq 10$

9

The answer is guaranteed to fit in a  
32-bit  
integer.

## Code Snippets

### C++:

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

### Java:

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

### Python3:

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

### Python:

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

### JavaScript:

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

### TypeScript:

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

### C#:

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

### C:

```
int minMoves(int* nums, int numsSize) {  
  
}
```

### Go:

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

### Kotlin:

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

### Swift:

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

### Rust:

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

### Ruby:

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

### PHP:

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

### Dart:

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

### **Scala:**

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

### **Elixir:**

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

### **Erlang:**

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

### **Racket:**

```
(define/contract (min-moves nums)  
  (-> (listof exact-integer?) exact-integer?)  
)
```

## **Solutions**

### **C++ Solution:**

```
/*  
 * Problem: Minimum Moves to Equal Array Elements  
 * Difficulty: Medium  
 * Tags: array, math  
 *  
 * 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:  
    int minMoves(vector<int>& nums) {  
  
    }  
};
```

### Java Solution:

```
/**  
 * Problem: Minimum Moves to Equal Array Elements  
 * Difficulty: Medium  
 * Tags: array, math  
 *  
 * 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 int minMoves(int[] nums) {  
  
}  
}
```

### Python3 Solution:

```
"""  
Problem: Minimum Moves to Equal Array Elements  
Difficulty: Medium  
Tags: array, math  
  
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 minMoves(self, nums: List[int]) -> int:  
        # TODO: Implement optimized solution
```

```
pass
```

### Python Solution:

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

```

### JavaScript Solution:

```
/**
 * Problem: Minimum Moves to Equal Array Elements
 * Difficulty: Medium
 * Tags: array, math
 *
 * 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
 */

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

};


```

### TypeScript Solution:

```
/**
 * Problem: Minimum Moves to Equal Array Elements
 * Difficulty: Medium
 * Tags: array, math
 *
 * 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

```

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

### C# Solution:

```
/*\n * Problem: Minimum Moves to Equal Array Elements\n * Difficulty: Medium\n * Tags: array, math\n *\n * Approach: Use two pointers or sliding window technique\n * Time Complexity: O(n) or O(n log n)\n * Space Complexity: O(1) to O(n) depending on approach\n */\n\npublic class Solution {\n    public int MinMoves(int[] nums) {\n\n    }\n}
```

### C Solution:

```
/*\n * Problem: Minimum Moves to Equal Array Elements\n * Difficulty: Medium\n * Tags: array, math\n *\n * Approach: Use two pointers or sliding window technique\n * Time Complexity: O(n) or O(n log n)\n * Space Complexity: O(1) to O(n) depending on approach\n */\n\nint minMoves(int* nums, int numsSize) {\n}
```

### Go Solution:

```

// Problem: Minimum Moves to Equal Array Elements
// Difficulty: Medium
// Tags: array, math
//
// 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

func minMoves(nums []int) int {

}

```

### Kotlin Solution:

```

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

```

### Swift Solution:

```

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

```

### Rust Solution:

```

// Problem: Minimum Moves to Equal Array Elements
// Difficulty: Medium
// Tags: array, math
//
// 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

impl Solution {
    pub fn min_moves(nums: Vec<i32>) -> i32 {
        return 0
    }
}

```

```
}
```

### Ruby Solution:

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

end
```

### PHP Solution:

```
class Solution {

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

    }
}
```

### Dart Solution:

```
class Solution {
int minMoves(List<int> nums) {

}
```

### Scala Solution:

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

}
```

### Elixir Solution:

```
defmodule Solution do
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def min_moves(nums) do

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```

### Erlang Solution:

```
-spec min_moves(Nums :: [integer()]) -> integer().
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```
(define/contract (min-moves nums)
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