Problem 3192: Minimum Operations to Make Binary Array Elements Equal to One II

Problem Information

Difficulty: Medium
Acceptance Rate: 0.00%
Paid Only: No

Problem Description

You are given a

binary array

nums

.

You can do the following operation on the array

any

number of times (possibly zero):

Choose

any

index

i

from the array and

flip

all

the elements from index

i

to the end of the array.

Flipping

an element means changing its value from 0 to 1, and from 1 to 0.

Return the

minimum

number of operations required to make all elements in

nums

equal to 1.

Example 1:

Input:

nums = [0,1,1,0,1]

Output:

4

Explanation:

We can do the following operations:

Choose the index

i = 1

. The resulting array will be

nums = [0,

0

,

0

,

1

,

0

]

.

Choose the index

i = 0

. The resulting array will be

nums = [

1

,

1

,

1

,

0

,

1

]

.

Choose the index

i = 4

. The resulting array will be

nums = [1,1,1,0,

0

]

.

Choose the index

i = 3

. The resulting array will be

nums = [1,1,1,

1

,

1

]

.

Example 2:

Input:

nums = [1,0,0,0]

Output:

1

Explanation:

We can do the following operation:

Choose the index

i = 1

. The resulting array will be

nums = [1,

1

,

1

,

1

]

.

Constraints:

1 <= nums.length <= 10

5

0 <= nums[i] <= 1

Code Snippets

C++:

```
class Solution {
public:
int minOperations(vector<int>& nums) {

}
};
```

Java:

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

}
}
```

Python3:

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

Python:

```
class Solution(object):
def minOperations(self, nums):
```

```
"""
:type nums: List[int]
:rtype: int
"""
```

JavaScript:

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

};
```

TypeScript:

```
function minOperations(nums: number[]): number {

};
```

C#:

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

}
}
```

C:

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

}
```

Go:

```
func minOperations(nums []int) int {

}
```

Kotlin:

```
class Solution {
fun minOperations(nums: IntArray): Int {

}
}
```

Swift:

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

}
}
```

Rust:

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

}
}
```

Ruby:

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

end
```

PHP:

```
class Solution {

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

}
}
```

Dart:

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

}
}
```

Scala:

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

}
}
```

Elixir:

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

end
end
```

Erlang:

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

Racket:

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

Solutions

C++ Solution:

```
/*
* Problem: Minimum Operations to Make Binary Array Elements Equal to One II
* Difficulty: Medium
* 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 minOperations(vector<int>& nums) {

}
};
```

Java Solution:

```
/**
* Problem: Minimum Operations to Make Binary Array Elements Equal to One II
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* 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 minOperations(int[] nums) {

}
}
```

Python3 Solution:

```
"""
Problem: Minimum Operations to Make Binary Array Elements Equal to One II
Difficulty: Medium
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 minOperations(self, nums: List[int]) -> int:
# TODO: Implement optimized solution
pass
```

Python Solution:

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

JavaScript Solution:

```
/**
* Problem: Minimum Operations to Make Binary Array Elements Equal to One II
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/**
* @param {number[]} nums
* @return {number}
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var minOperations = function(nums) {

};
```

TypeScript Solution:

```
/**
* Problem: Minimum Operations to Make Binary Array Elements Equal to One II
* Difficulty: Medium
* Tags: array, dp, greedy
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* Time Complexity: O(n) or O(n log n)
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*/

function minOperations(nums: number[]): number {

};
```

C# Solution:

```
/*
* Problem: Minimum Operations to Make Binary Array Elements Equal to One II
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* 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
*/

public class Solution {
public int MinOperations(int[] nums) {

}
}
```

C Solution:

```
/*
* Problem: Minimum Operations to Make Binary Array Elements Equal to One II
* Difficulty: Medium
* Tags: array, dp, greedy
*
* Approach: Use two pointers or sliding window technique
* Time Complexity: O(n) or O(n log n)
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```

```
*/

int minOperations(int* nums, int numsSize) {

}
```

Go Solution:

```
// Problem: Minimum Operations to Make Binary Array Elements Equal to One II
// Difficulty: Medium
// 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 minOperations(nums []int) int {

}
```

Kotlin Solution:

```
class Solution {
fun minOperations(nums: IntArray): Int {

}
}
```

Swift Solution:

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

}
}
```

Rust Solution:

```
// Problem: Minimum Operations to Make Binary Array Elements Equal to One II
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// 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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impl Solution {
pub fn min_operations(nums: Vec<i32>) -> i32 {

}
}
```

Ruby Solution:

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

end
```

PHP Solution:

```
class Solution {

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

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```

Dart Solution:

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class Solution {
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