

Problem 1263: Minimum Moves to Move a Box to Their Target Location

Problem Information

Difficulty: Hard

Acceptance Rate: 49.26%

Paid Only: No

Tags: Array, Breadth-First Search, Heap (Priority Queue), Matrix

Problem Description

A storekeeper is a game in which the player pushes boxes around in a warehouse trying to get them to target locations.

The game is represented by an `m x n` grid of characters `grid` where each element is a wall, floor, or box.

Your task is to move the box ``B`` to the target position ``T`` under the following rules:

- * The character ``S`` represents the player. The player can move up, down, left, right in `grid` if it is a floor (empty cell).
- * The character ``.`` represents the floor which means a free cell to walk.
- * The character ``#`` represents the wall which means an obstacle (impossible to walk there).
- * There is only one box ``B`` and one target cell ``T`` in the `grid`.
- * The box can be moved to an adjacent free cell by standing next to the box and then moving in the direction of the box. This is a **push**.
- * The player cannot walk through the box.

Return _the minimum number of**pushes** to move the box to the target_. If there is no way to reach the target, return `-1`.

Example 1:

Input: grid = [["#", "#", "#", "#", "#", "#"], ["#", "T", "#", "#", "#", "#"], ["#", ".", ".", "B", ".", "#"], [#"#, ".", "#", "#", "#", "#"], [#"#, ".", ".", "S", "#"], [#"#, "#", "#", "#", "#", "#"]]

Output: 3

Explanation: We return only the number of times the box is pushed.

****Example 2:****

```
**Input:** grid = [["#", "#", "#", "#", "#", "#"], ["#", "T", "#", "#", "#", "#"], ["#", ".", ".", "B", ".", "#"], ["#", "#", "#", "#", ".", "#"], ["#", ".", ".", ".", "S", "#"], ["#", "#", "#", "#", "#", "#"]]
```

****Output:** -1**

****Example 3:****

```
**Input:** grid = [["#", "#", "#", "#", "#", "#"], ["#", "T", ".", ".", "#", "#"], ["#", ".", "#", "B", ".", "#"], ["#", ".", ".", ".", "#"], ["#", ".", ".", "S", "#"], ["#", "#", "#", "#", "#", "#"]]
```

****Output:** 5** ****Explanation:****
push the box down, left, left, up and up.

****Constraints:****

* `m == grid.length` * `n == grid[i].length` * `1 <= m, n <= 20` * `grid` contains only characters `'.', `'#', `S`, `T`, or `B`. * There is only one character `S`, `B`, and `T` in the `grid`.

Code Snippets

C++:

```
class Solution {  
public:  
    int minPushBox(vector<vector<char>>& grid) {  
        }  
    };
```

Java:

```
class Solution {  
public int minPushBox(char[][] grid) {  
    }  
}
```

Python3:

```
class Solution:  
    def minPushBox(self, grid: List[List[str]]) -> int:
```