

Problem 361: Bomb Enemy

Problem Information

Difficulty: Medium

Acceptance Rate: 52.73%

Paid Only: Yes

Tags: Array, Dynamic Programming, Matrix

Problem Description

Given an $m \times n$ matrix `grid` where each cell is either a wall `'W'`, an enemy `'E'` or empty `'0'`, return `_`the maximum enemies you can kill using one bomb`_`. You can only place the bomb in an empty cell.

The bomb kills all the enemies in the same row and column from the planted point until it hits the wall since it is too strong to be destroyed.

Example 1:

 (https://assets.leetcode.com/uploads/2021/03/27/bomb1-grid.jpg)

Input: `grid = [["0","E","0","0"], ["E","0","W","E"], ["0","E","0","0"]]` **Output:** 3

Example 2:

 (https://assets.leetcode.com/uploads/2021/03/27/bomb2-grid.jpg)

Input: `grid = [["W","W","W"], ["0","0","0"], ["E","E","E"]]` **Output:** 1

Constraints:

`m == grid.length` `n == grid[i].length` `1 <= m, n <= 500` `grid[i][j]` is either `'W'`, `'E'`, or `'0'`.

Code Snippets

C++:

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

Java:

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

Python3:

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