

# Problem 738: Monotone Increasing Digits

## Problem Information

Difficulty: **Medium**

Acceptance Rate: 0.00%

Paid Only: No

## Problem Description

An integer has

monotone increasing digits

if and only if each pair of adjacent digits

$x$

and

$y$

satisfy

$x \leq y$

.

Given an integer

$n$

, return

the largest number that is less than or equal to

n

with

monotone increasing digits

.

Example 1:

Input:

n = 10

Output:

9

Example 2:

Input:

n = 1234

Output:

1234

Example 3:

Input:

n = 332

Output:

299

Constraints:

$0 \leq n \leq 10$

9

## Code Snippets

### C++:

```
class Solution {
public:
    int monotoneIncreasingDigits(int n) {

    }
};
```

### Java:

```
class Solution {
    public int monotoneIncreasingDigits(int n) {

    }
}
```

### Python3:

```
class Solution:
    def monotoneIncreasingDigits(self, n: int) -> int:
```

### Python:

```
class Solution(object):
    def monotoneIncreasingDigits(self, n):
        """
        :type n: int
        :rtype: int
        """
```

### JavaScript:

```
/**
 * @param {number} n
```

```
* @return {number}
*/
var monotoneIncreasingDigits = function(n) {

};
```

### TypeScript:

```
function monotoneIncreasingDigits(n: number): number {

};
```

### C#:

```
public class Solution {
    public int MonotoneIncreasingDigits(int n) {

    }
}
```

### C:

```
int monotoneIncreasingDigits(int n) {

}
```

### Go:

```
func monotoneIncreasingDigits(n int) int {

}
```

### Kotlin:

```
class Solution {
    fun monotoneIncreasingDigits(n: Int): Int {

    }
}
```

### Swift:

```

class Solution {
    func monotoneIncreasingDigits(_ n: Int) -> Int {

    }
}

```

## Rust:

```

impl Solution {
    pub fn monotone_increasing_digits(n: i32) -> i32 {

    }
}

```

## Ruby:

```

# @param {Integer} n
# @return {Integer}
def monotone_increasing_digits(n)

end

```

## PHP:

```

class Solution {

    /**
     * @param Integer $n
     * @return Integer
     */
    function monotoneIncreasingDigits($n) {

    }

}

```

## Dart:

```

class Solution {
    int monotoneIncreasingDigits(int n) {

    }
}

```

### Scala:

```
object Solution {  
  def monotoneIncreasingDigits(n: Int): Int = {  
  
  }  
}
```

### Elixir:

```
defmodule Solution do  
  @spec monotone_increasing_digits(n :: integer) :: integer  
  def monotone_increasing_digits(n) do  
  
  end  
end
```

### Erlang:

```
-spec monotone_increasing_digits(N :: integer()) -> integer().  
monotone_increasing_digits(N) ->  
.
```

### Racket:

```
(define/contract (monotone-increasing-digits n)  
  (-> exact-integer? exact-integer?)  
)
```

## Solutions

### C++ Solution:

```
/*  
 * Problem: Monotone Increasing Digits  
 * Difficulty: Medium  
 * Tags: greedy, math  
 *  
 * Approach: Greedy algorithm with local optimal choices  
 * Time Complexity: O(n) to O(n^2) depending on approach  
 * Space Complexity: O(1) to O(n) depending on approach  
 */
```

```

class Solution {
public:
    int monotoneIncreasingDigits(int n) {

    }

};

```

### Java Solution:

```

/**
 * Problem: Monotone Increasing Digits
 * Difficulty: Medium
 * Tags: greedy, math
 *
 * Approach: Greedy algorithm with local optimal choices
 * Time Complexity: O(n) to O(n^2) depending on approach
 * Space Complexity: O(1) to O(n) depending on approach
 */

class Solution {
public int monotoneIncreasingDigits(int n) {

    }

}

```

### Python3 Solution:

```

"""
Problem: Monotone Increasing Digits
Difficulty: Medium
Tags: greedy, math

Approach: Greedy algorithm with local optimal choices
Time Complexity: O(n) to O(n^2) depending on approach
Space Complexity: O(1) to O(n) depending on approach
"""

class Solution:
    def monotoneIncreasingDigits(self, n: int) -> int:
        # TODO: Implement optimized solution

```

```
pass
```

### Python Solution:

```
class Solution(object):  
    def monotoneIncreasingDigits(self, n):  
        """  
        :type n: int  
        :rtype: int  
        """
```

### JavaScript Solution:

```
/**  
 * Problem: Monotone Increasing Digits  
 * Difficulty: Medium  
 * Tags: greedy, math  
 *  
 * Approach: Greedy algorithm with local optimal choices  
 * Time Complexity: O(n) to O(n^2) depending on approach  
 * Space Complexity: O(1) to O(n) depending on approach  
 */  
  
/**  
 * @param {number} n  
 * @return {number}  
 */  
var monotoneIncreasingDigits = function(n) {  
  
};
```

### TypeScript Solution:

```
/**  
 * Problem: Monotone Increasing Digits  
 * Difficulty: Medium  
 * Tags: greedy, math  
 *  
 * Approach: Greedy algorithm with local optimal choices  
 * Time Complexity: O(n) to O(n^2) depending on approach  
 * Space Complexity: O(1) to O(n) depending on approach
```



```

*/

function monotoneIncreasingDigits(n: number): number {

};

```

### C# Solution:

```

/*
 * Problem: Monotone Increasing Digits
 * Difficulty: Medium
 * Tags: greedy, math
 *
 * Approach: Greedy algorithm with local optimal choices
 * Time Complexity: O(n) to O(n^2) depending on approach
 * Space Complexity: O(1) to O(n) depending on approach
 */

public class Solution {
    public int MonotoneIncreasingDigits(int n) {

    }
}

```

### C Solution:

```

/*
 * Problem: Monotone Increasing Digits
 * Difficulty: Medium
 * Tags: greedy, math
 *
 * Approach: Greedy algorithm with local optimal choices
 * Time Complexity: O(n) to O(n^2) depending on approach
 * Space Complexity: O(1) to O(n) depending on approach
 */

int monotoneIncreasingDigits(int n) {

}

```

### Go Solution:

```

// Problem: Monotone Increasing Digits
// Difficulty: Medium
// Tags: greedy, math
//
// Approach: Greedy algorithm with local optimal choices
// Time Complexity: O(n) to O(n^2) depending on approach
// Space Complexity: O(1) to O(n) depending on approach

func monotoneIncreasingDigits(n int) int {

}

```

### Kotlin Solution:

```

class Solution {
    fun monotoneIncreasingDigits(n: Int): Int {

    }
}

```

### Swift Solution:

```

class Solution {
    func monotoneIncreasingDigits(_ n: Int) -> Int {

    }
}

```

### Rust Solution:

```

// Problem: Monotone Increasing Digits
// Difficulty: Medium
// Tags: greedy, math
//
// Approach: Greedy algorithm with local optimal choices
// Time Complexity: O(n) to O(n^2) depending on approach
// Space Complexity: O(1) to O(n) depending on approach

impl Solution {
    pub fn monotone_increasing_digits(n: i32) -> i32 {

    }
}

```

```
}
```

### Ruby Solution:

```
# @param {Integer} n
# @return {Integer}
def monotone_increasing_digits(n)

end
```

### PHP Solution:

```
class Solution {

    /**
     * @param Integer $n
     * @return Integer
     */
    function monotoneIncreasingDigits($n) {

    }

}
```

### Dart Solution:

```
class Solution {
  int monotoneIncreasingDigits(int n) {

  }
}
```

### Scala Solution:

```
object Solution {
  def monotoneIncreasingDigits(n: Int): Int = {

  }
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```

### Elixir Solution:

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defmodule Solution do
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```

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```