

Problem 985: Sum of Even Numbers After Queries

Problem Information

Difficulty: **Medium**

Acceptance Rate: 0.00%

Paid Only: No

Problem Description

You are given an integer array

`nums`

and an array

`queries`

where

`queries[i] = [val`

`i`

`, index`

`i`

`]`

`.`

For each query

`i`

, first, apply

nums[index

i

] = nums[index

i

] + val

i

, then print the sum of the even values of

nums

.

Return

an integer array

answer

where

answer[i]

is the answer to the

i

th

query

.

Example 1:

Input:

nums = [1,2,3,4], queries = [[1,0],[-3,1],[-4,0],[2,3]]

Output:

[8,6,2,4]

Explanation:

At the beginning, the array is [1,2,3,4]. After adding 1 to nums[0], the array is [2,2,3,4], and the sum of even values is $2 + 2 + 4 = 8$. After adding -3 to nums[1], the array is [2,-1,3,4], and the sum of even values is $2 + 4 = 6$. After adding -4 to nums[0], the array is [-2,-1,3,4], and the sum of even values is $-2 + 4 = 2$. After adding 2 to nums[3], the array is [-2,-1,3,6], and the sum of even values is $-2 + 6 = 4$.

Example 2:

Input:

nums = [1], queries = [[4,0]]

Output:

[0]

Constraints:

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

4

-10

4

`<= nums[i] <= 10`

`4`

`1 <= queries.length <= 10`

`4`

`-10`

`4`

`<= val`

`i`

`<= 10`

`4`

`0 <= index`

`i`

`< nums.length`

Code Snippets

C++:

```
class Solution {
public:
    vector<int> sumEvenAfterQueries(vector<int>& nums, vector<vector<int>>&
queries) {

    }
};
```

Java:

```
class Solution {  
    public int[] sumEvenAfterQueries(int[] nums, int[][] queries) {  
  
    }  
}
```

Python3:

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

Python:

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

JavaScript:

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

TypeScript:

```
function sumEvenAfterQueries(nums: number[], queries: number[][]): number[] {  
  
};
```

C#:

```

public class Solution {
    public int[] SumEvenAfterQueries(int[] nums, int[][] queries) {

    }

}

```

C:

```

/**
 * Note: The returned array must be malloced, assume caller calls free().
 */
int* sumEvenAfterQueries(int* nums, int numsSize, int** queries, int
queriesSize, int* queriesColSize, int* returnSize) {

}

```

Go:

```

func sumEvenAfterQueries(nums []int, queries [][]int) []int {

}

```

Kotlin:

```

class Solution {
    fun sumEvenAfterQueries(nums: IntArray, queries: Array<IntArray>): IntArray {

    }

}

```

Swift:

```

class Solution {
    func sumEvenAfterQueries(_ nums: [Int], _ queries: [[Int]]) -> [Int] {

    }

}

```

Rust:

```

impl Solution {
    pub fn sum_even_after_queries(nums: Vec<i32>, queries: Vec<Vec<i32>>) ->
Vec<i32> {

```

```
}  
}
```

Ruby:

```
# @param {Integer[]} nums  
# @param {Integer[][]} queries  
# @return {Integer[]}  
def sum_even_after_queries(nums, queries)  
  
end
```

PHP:

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

Dart:

```
class Solution {  
    List<int> sumEvenAfterQueries(List<int> nums, List<List<int>> queries) {  
  
    }  
}
```

Scala:

```
object Solution {  
    def sumEvenAfterQueries(nums: Array[Int], queries: Array[Array[Int]]):  
        Array[Int] = {  
  
    }  
}
```

```
}
```

Elixir:

```
defmodule Solution do
  @spec sum_even_after_queries(nums :: [integer], queries :: [[integer]]) ::
    [integer]
  def sum_even_after_queries(nums, queries) do

  end
end
```

Erlang:

```
-spec sum_even_after_queries(Nums :: [integer()], Queries :: [[integer()]])
-> [integer()].
sum_even_after_queries(Nums, Queries) ->
.
```

Racket:

```
(define/contract (sum-even-after-queries nums queries)
  (-> (listof exact-integer?) (listof (listof exact-integer?)) (listof
exact-integer?))
)
```

Solutions

C++ Solution:

```
/*
 * Problem: Sum of Even Numbers After Queries
 * Difficulty: Medium
 * Tags: array
 *
 * 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:
    vector<int> sumEvenAfterQueries(vector<int>& nums, vector<vector<int>>&
queries) {

    }

};

```

Java Solution:

```

/**
 * Problem: Sum of Even Numbers After Queries
 * Difficulty: Medium
 * Tags: array
 *
 * 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[] sumEvenAfterQueries(int[] nums, int[][] queries) {

    }

}

```

Python3 Solution:

```

"""
Problem: Sum of Even Numbers After Queries
Difficulty: Medium
Tags: array

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 sumEvenAfterQueries(self, nums: List[int], queries: List[List[int]]) ->
List[int]:

```

```
# TODO: Implement optimized solution
pass
```

Python Solution:

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

JavaScript Solution:

```
/**
 * Problem: Sum of Even Numbers After Queries
 * Difficulty: Medium
 * Tags: array
 *
 * 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
 * @param {number[][]} queries
 * @return {number[]}
 */
var sumEvenAfterQueries = function(nums, queries) {

};
```

TypeScript Solution:

```
/**
 * Problem: Sum of Even Numbers After Queries
 * Difficulty: Medium
 * Tags: array
 *
```

```

* 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
*/

function sumEvenAfterQueries(nums: number[], queries: number[][]): number[] {

};

```

C# Solution:

```

/*
* Problem: Sum of Even Numbers After Queries
* Difficulty: Medium
* Tags: array
*
* 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
*/

public class Solution {
    public int[] SumEvenAfterQueries(int[] nums, int[][] queries) {

    }
}

```

C Solution:

```

/*
* Problem: Sum of Even Numbers After Queries
* Difficulty: Medium
* Tags: array
*
* 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
*/

/**
* Note: The returned array must be malloced, assume caller calls free().

```

```

*/
int* sumEvenAfterQueries(int* nums, int numsSize, int** queries, int
queriesSize, int* queriesColSize, int* returnSize) {

}

```

Go Solution:

```

// Problem: Sum of Even Numbers After Queries
// Difficulty: Medium
// Tags: array
//
// 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 sumEvenAfterQueries(nums []int, queries [][]int) []int {

}

```

Kotlin Solution:

```

class Solution {
    fun sumEvenAfterQueries(nums: IntArray, queries: Array<IntArray>): IntArray {

    }
}

```

Swift Solution:

```

class Solution {
    func sumEvenAfterQueries(_ nums: [Int], _ queries: [[Int]]) -> [Int] {

    }
}

```

Rust Solution:

```

// Problem: Sum of Even Numbers After Queries
// Difficulty: Medium
// Tags: array

```

```
//
// 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 sum_even_after_queries(nums: Vec<i32>, queries: Vec<Vec<i32>>) ->
    Vec<i32> {

    }
}
```

Ruby Solution:

```
# @param {Integer[]} nums
# @param {Integer[][]} queries
# @return {Integer[]}
def sum_even_after_queries(nums, queries)

end
```

PHP Solution:

```
class Solution {

    /**
     * @param Integer[] $nums
     * @param Integer[][] $queries
     * @return Integer[]
     */
    function sumEvenAfterQueries($nums, $queries) {

    }

}
```

Dart Solution:

```
class Solution {
    List<int> sumEvenAfterQueries(List<int> nums, List<List<int>> queries) {

    }
}
```

```
}
```

Scala Solution:

```
object Solution {  
  def sumEvenAfterQueries(nums: Array[Int], queries: Array[Array[Int]]):  
    Array[Int] = {  
  
  }  
}
```

Elixir Solution:

```
defmodule Solution do  
  @spec sum_even_after_queries(nums :: [integer], queries :: [[integer]]) ::  
    [integer]  
  def sum_even_after_queries(nums, queries) do  
  
  end  
end
```

Erlang Solution:

```
-spec sum_even_after_queries(Nums :: [integer()], Queries :: [[integer()]])  
-> [integer()].  
sum_even_after_queries(Nums, Queries) ->  
.
```

Racket Solution:

```
(define/contract (sum-even-after-queries nums queries)  
  (-> (listof exact-integer?) (listof (listof exact-integer?)) (listof  
    exact-integer?))  
  )
```