

# Problem 453: Minimum Moves to Equal Array Elements

## Problem Information

Difficulty: **Medium**

Acceptance Rate: 0.00%

Paid Only: No

## Problem Description

Given an integer array

nums

of size

n

, return

the minimum number of moves required to make all array elements equal

.

In one move, you can increment

n - 1

elements of the array by

1

.

Example 1:

Input:

nums = [1,2,3]

Output:

3

Explanation:

Only three moves are needed (remember each move increments two elements): [1,2,3] => [2,3,3] => [3,4,3] => [4,4,4]

Example 2:

Input:

nums = [1,1,1]

Output:

0

Constraints:

n == nums.length

1 <= nums.length <= 10

5

-10

9

<= nums[i] <= 10

9

The answer is guaranteed to fit in a

32-bit

integer.

## Code Snippets

### C++:

```
class Solution {  
public:  
    int minMoves(vector<int>& nums) {  
  
    }  
};
```

### Java:

```
class Solution {  
    public int minMoves(int[] nums) {  
  
    }  
}
```

### Python3:

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

### Python:

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

### JavaScript:

```

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

};

```

### TypeScript:

```

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

};

```

### C#:

```

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

    }
}

```

### C:

```

int minMoves(int* nums, int numsSize) {

}

```

### Go:

```

func minMoves(nums []int) int {

}

```

### Kotlin:

```

class Solution {
    fun minMoves(nums: IntArray): Int {

    }
}

```

### Swift:

```

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

    }
}

```

## Rust:

```

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

    }
}

```

## Ruby:

```

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

end

```

## PHP:

```

class Solution {

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

    }

}

```

## Dart:

```

class Solution {
    int minMoves(List<int> nums) {

    }
}

```

### Scala:

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

### Elixir:

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

### Erlang:

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

### Racket:

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

## Solutions

### C++ Solution:

```
/*  
 * Problem: Minimum Moves to Equal Array Elements  
 * Difficulty: Medium  
 * Tags: array, math  
 *  
 * 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 minMoves(vector<int>& nums) {

    }

};

```

### Java Solution:

```

/**
 * Problem: Minimum Moves to Equal Array Elements
 * Difficulty: Medium
 * Tags: array, math
 *
 * 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 minMoves(int[] nums) {

    }

}

```

### Python3 Solution:

```

"""
Problem: Minimum Moves to Equal Array Elements
Difficulty: Medium
Tags: array, math

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 minMoves(self, nums: List[int]) -> int:
        # TODO: Implement optimized solution

```

```
pass
```

### Python Solution:

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

### JavaScript Solution:

```
/**  
 * Problem: Minimum Moves to Equal Array Elements  
 * Difficulty: Medium  
 * Tags: array, math  
 *  
 * 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  
 * @return {number}  
 */  
var minMoves = function(nums) {  
  
};
```

### TypeScript Solution:

```
/**  
 * Problem: Minimum Moves to Equal Array Elements  
 * Difficulty: Medium  
 * Tags: array, math  
 *  
 * 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 minMoves(nums: number[]): number {

};

```

### C# Solution:

```

/*
 * Problem: Minimum Moves to Equal Array Elements
 * Difficulty: Medium
 * Tags: array, math
 *
 * 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 MinMoves(int[] nums) {

    }
}

```

### C Solution:

```

/*
 * Problem: Minimum Moves to Equal Array Elements
 * Difficulty: Medium
 * Tags: array, math
 *
 * 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
 */

int minMoves(int* nums, int numsSize) {

}

```

### Go Solution:

```

// Problem: Minimum Moves to Equal Array Elements
// Difficulty: Medium
// Tags: array, math
//
// 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 minMoves(nums []int) int {

}

```

### Kotlin Solution:

```

class Solution {
    fun minMoves(nums: IntArray): Int {

    }
}

```

### Swift Solution:

```

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

    }
}

```

### Rust Solution:

```

// Problem: Minimum Moves to Equal Array Elements
// Difficulty: Medium
// Tags: array, math
//
// 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 min_moves(nums: Vec<i32>) -> i32 {

    }
}

```

```
}
```

### Ruby Solution:

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

end
```

### PHP Solution:

```
class Solution {

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

    }

}
```

### Dart Solution:

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

  }

}
```

### Scala Solution:

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

  }

}
```

### Elixir Solution:

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

  end
end
```

### Erlang Solution:

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

### Racket Solution:

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