Problem 883: Projection Area of 3D Shapes

Problem Information

Difficulty: Easy
Acceptance Rate: 0.00%
Paid Only: No

Problem Description

You are given an

n x n

grid

where we place some

1 x 1 x 1

cubes that are axis-aligned with the

x

,

y

, and

z

axes.

Each value

v = grid[i][j]

represents a tower of

v

cubes placed on top of the cell

(i, j)

.

We view the projection of these cubes onto the

xy

,

yz

, and

zx

planes.

A

projection

is like a shadow, that maps our

3-dimensional

figure to a

2-dimensional

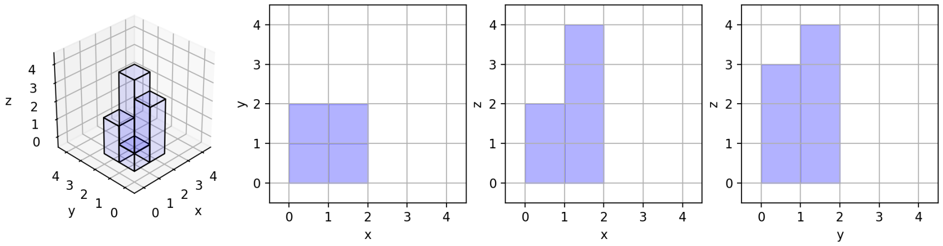
plane. We are viewing the "shadow" when looking at the cubes from the top, the front, and the side.

Return

the total area of all three projections

.

Example 1:



Input:

grid = [[1,2],[3,4]]

Output:

17

Explanation:

Here are the three projections ("shadows") of the shape made with each axis-aligned plane.

Example 2:

Input:

grid = [[2]]

Output:

5

Example 3:

Input:

grid = [[1,0],[0,2]]

Output:

8

Constraints:

n == grid.length == grid[i].length

1 <= n <= 50

0 <= grid[i][j] <= 50

Code Snippets

C++:

```
class Solution {
public:
int projectionArea(vector<vector<int>>& grid) {

}
};
```

Java:

```
class Solution {
public int projectionArea(int[][] grid) {

}
}
```

Python3:

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

Python:

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

JavaScript:

```
/**
* @param {number[][]} grid
* @return {number}
*/
var projectionArea = function(grid) {

};
```

TypeScript:

```
function projectionArea(grid: number[][]): number {

};
```

C#:

```
public class Solution {
public int ProjectionArea(int[][] grid) {

}
}
```

C:

```
int projectionArea(int** grid, int gridSize, int* gridColSize) {

}
```

Go:

```
func projectionArea(grid [][]int) int {

}
```

Kotlin:

```
class Solution {
fun projectionArea(grid: Array<IntArray>): Int {

}
}
```

Swift:

```
class Solution {
func projectionArea(_ grid: [[Int]]) -> Int {

}
}
```

Rust:

```
impl Solution {
pub fn projection_area(grid: Vec<Vec<i32>>) -> i32 {

}
}
```

Ruby:

```
# @param {Integer[][]} grid
# @return {Integer}
def projection_area(grid)

end
```

PHP:

```
class Solution {

/**
* @param Integer[][] $grid
* @return Integer
*/
function projectionArea($grid) {

}
}
```

Dart:

```
class Solution {
int projectionArea(List<List<int>> grid) {

}
}
```

Scala:

```
object Solution {
def projectionArea(grid: Array[Array[Int]]): Int = {

}
}
```

Elixir:

```
defmodule Solution do
@spec projection_area(grid :: [[integer]]) :: integer
def projection_area(grid) do

end
end
```

Erlang:

```
-spec projection_area(Grid :: [[integer()]]) -> integer().
projection_area(Grid) ->
.
```

Racket:

```
(define/contract (projection-area grid)
(-> (listof (listof exact-integer?)) exact-integer?)
)
```

Solutions

C++ Solution:

```
/*
* Problem: Projection Area of 3D Shapes
* Difficulty: Easy
* 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 projectionArea(vector<vector<int>>& grid) {

}
};
```

Java Solution:

```
/**
* Problem: Projection Area of 3D Shapes
* Difficulty: Easy
* 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 projectionArea(int[][] grid) {

}
}
```

Python3 Solution:

```
"""
Problem: Projection Area of 3D Shapes
Difficulty: Easy
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 projectionArea(self, grid: List[List[int]]) -> int:
# TODO: Implement optimized solution
pass
```

Python Solution:

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

JavaScript Solution:

```
/**
* Problem: Projection Area of 3D Shapes
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/**
* @param {number[][]} grid
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var projectionArea = function(grid) {
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```

TypeScript Solution:

```
/**
* Problem: Projection Area of 3D Shapes
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*/

function projectionArea(grid: number[][]): number {

};
```

C# Solution:

```
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* Problem: Projection Area of 3D Shapes
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*/

public class Solution {
public int ProjectionArea(int[][] grid) {

}
}
```

C Solution:

```
/*
* Problem: Projection Area of 3D Shapes
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*/

int projectionArea(int** grid, int gridSize, int* gridColSize) {

}
```

Go Solution:

```
// Problem: Projection Area of 3D Shapes
// Difficulty: Easy
// 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 projectionArea(grid [][]int) int {

}
```

Kotlin Solution:

```
class Solution {
fun projectionArea(grid: Array<IntArray>): Int {

}
}
```

Swift Solution:

```
class Solution {
func projectionArea(_ grid: [[Int]]) -> Int {

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```
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impl Solution {
pub fn projection_area(grid: Vec<Vec<i32>>) -> i32 {

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```

Ruby Solution:

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# @param {Integer[][]} grid
# @return {Integer}
def projection_area(grid)

end
```

PHP Solution:

```
class Solution {

/**
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function projectionArea($grid) {

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Dart Solution:

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