

# Problem 631: Design Excel Sum Formula

## Problem Information

**Difficulty:** Hard

**Acceptance Rate:** 40.39%

**Paid Only:** Yes

**Tags:** Array, Hash Table, String, Graph, Design, Topological Sort, Matrix

## Problem Description

Design the basic function of **Excel** and implement the function of the sum formula.

Implement the `Excel` class:

\* `Excel(int height, char width)` Initializes the object with the `height` and the `width` of the sheet. The sheet is an integer matrix `mat` of size `height x width` with the row index in the range `[1, height]` and the column index in the range `['A', width]`. All the values should be **zero** initially. \* `void set(int row, char column, int val)` Changes the value at `mat[row][column]` to be `val`. \* `int get(int row, char column)` Returns the value at `mat[row][column]`. \* `int sum(int row, char column, List<String> numbers)` Sets the value at `mat[row][column]` to be the sum of cells represented by `numbers` and returns the value at `mat[row][column]`. This sum formula **should exist** until this cell is overlapped by another value or another sum formula. `numbers[i]` could be on the format: \* `"ColRow"` that represents a single cell. \* For example, `"F7"` represents the cell `mat[7]['F']`. \* `"ColRow1:ColRow2"` that represents a range of cells. The range will always be a rectangle where `"ColRow1"` represent the position of the top-left cell, and `"ColRow2"` represents the position of the bottom-right cell. \* For example, `"B3:F7"` represents the cells `mat[i][j]` for `3 <= i <= 7` and `'B' <= j <= 'F'`.

**Note:** You could assume that there will not be any circular sum reference.

\* For example, `mat[1]['A'] == sum(1, "B")` and `mat[1]['B'] == sum(1, "A")`.

**Example 1:**

```

**Input** ["Excel", "set", "sum", "set", "get"] [[3, "C"], [1, "A", 2], [3, "C", ["A1", "A1:B2"]], [2, "B",
2], [3, "C"]] **Output** [null, null, 4, null, 6] **Explanation** Excel excel = new Excel(3, "C"); //
construct a 3*3 2D array with all zero. // A B C // 1 0 0 0 // 2 0 0 0 // 3 0 0 0 excel.set(1, "A", 2);
// set mat[1]["A"] to be 2. // A B C // 1 2 0 0 // 2 0 0 0 // 3 0 0 0 excel.sum(3, "C", ["A1",
"A1:B2"]); // return 4 // set mat[3]["C"] to be the sum of value at mat[1]["A"] and the values sum
of the rectangle range whose top-left cell is mat[1]["A"] and bottom-right cell is mat[2]["B"]. // A
B C // 1 2 0 0 // 2 0 0 0 // 3 0 0 4 excel.set(2, "B", 2); // set mat[2]["B"] to be 2. Note mat[3]["C"]
should also be changed. // A B C // 1 2 0 0 // 2 0 2 0 // 3 0 0 6 excel.get(3, "C"); // return 6

```

**\*\*Constraints:\*\***

```

* `1` <= height <= 26 * ``A` <= width <= `Z` * `1` <= row <= height * ``A` <= column <= width *
`-100` <= val <= 100 * `1` <= numbers.length <= 5 * `numbers[i]` has the format `"ColRow"` or
`"ColRow1:ColRow2"`. * At most `100` calls will be made to `set`, `get`, and `sum`.

```

## Code Snippets

**C++:**

```

class Excel {
public:
    Excel(int height, char width) {

    }

    void set(int row, char column, int val) {

    }

    int get(int row, char column) {

    }

    int sum(int row, char column, vector<string> numbers) {

    }
};

/**
 * Your Excel object will be instantiated and called as such:
 * Excel* obj = new Excel(height, width);

```

```

* obj->set(row,column,val);
* int param_2 = obj->get(row,column);
* int param_3 = obj->sum(row,column,numbers);
*/

```

## Java:

```

class Excel {

    public Excel(int height, char width) {

    }

    public void set(int row, char column, int val) {

    }

    public int get(int row, char column) {

    }

    public int sum(int row, char column, String[] numbers) {

    }

}

/**
 * Your Excel object will be instantiated and called as such:
 * Excel obj = new Excel(height, width);
 * obj.set(row,column,val);
 * int param_2 = obj.get(row,column);
 * int param_3 = obj.sum(row,column,numbers);
 */

```

## Python3:

```

class Excel:

    def __init__(self, height: int, width: str):

    def set(self, row: int, column: str, val: int) -> None:

```

```
def get(self, row: int, column: str) -> int:
```

```
def sum(self, row: int, column: str, numbers: List[str]) -> int:
```

```
# Your Excel object will be instantiated and called as such:
```

```
# obj = Excel(height, width)
```

```
# obj.set(row,column,val)
```

```
# param_2 = obj.get(row,column)
```

```
# param_3 = obj.sum(row,column,numbers)
```