

# Problem 1453: Maximum Number of Darts Inside of a Circular Dartboard

## Problem Information

Difficulty: **Hard**

Acceptance Rate: 0.00%

Paid Only: No

## Problem Description

Alice is throwing

$n$

darts on a very large wall. You are given an array

darts

where

$\text{darts}[i] = [x$

$i$

,  $y$

$i$

]

is the position of the

$i$

th

dart that Alice threw on the wall.

Bob knows the positions of the

$n$

darts on the wall. He wants to place a dartboard of radius

$r$

on the wall so that the maximum number of darts that Alice throws lie on the dartboard.

Given the integer

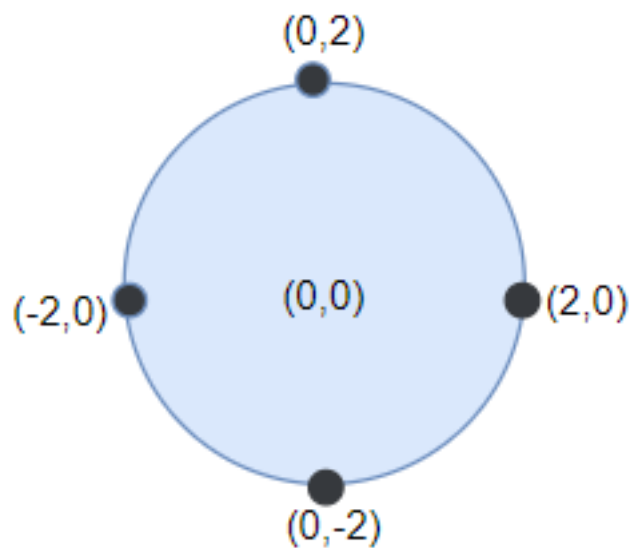
$r$

, return

the maximum number of darts that can lie on the dartboard

.

Example 1:



Input:

`darts = [[-2,0],[2,0],[0,2],[0,-2]], r = 2`

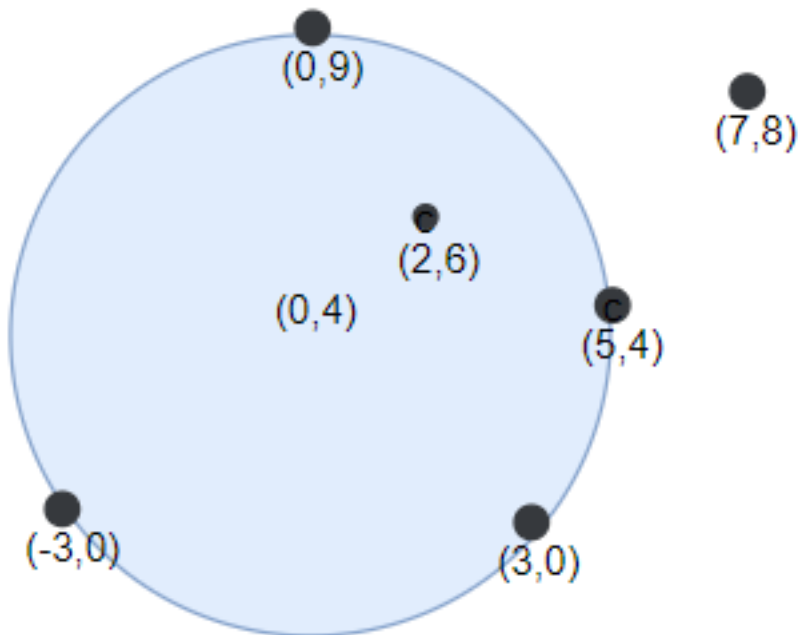
Output:

4

Explanation:

Circle dartboard with center in (0,0) and radius = 2 contain all points.

Example 2:



Input:

`darts = [[-3,0],[3,0],[2,6],[5,4],[0,9],[7,8]], r = 5`

Output:

5

Explanation:

Circle dartboard with center in (0,4) and radius = 5 contain all points except the point (7,8).

Constraints:

$1 \leq \text{darts.length} \leq 100$

$\text{darts}[i].\text{length} == 2$

-10

4

$\leq x$

i

, y

i

$\leq 10$

4

All the

darts

are unique

$1 \leq r \leq 5000$

## Code Snippets

**C++:**

```
class Solution {  
public:  
    int numPoints(vector<vector<int>>& darts, int r) {
```

```
}  
};
```

### Java:

```
class Solution {  
    public int numPoints(int[][] darts, int r) {  
  
    }  
}
```

### Python3:

```
class Solution:  
    def numPoints(self, darts: List[List[int]], r: int) -> int:
```

### Python:

```
class Solution(object):  
    def numPoints(self, darts, r):  
        """  
        :type darts: List[List[int]]  
        :type r: int  
        :rtype: int  
        """
```

### JavaScript:

```
/**  
 * @param {number[][]} darts  
 * @param {number} r  
 * @return {number}  
 */  
var numPoints = function(darts, r) {  
  
};
```

### TypeScript:

```
function numPoints(darts: number[][], r: number): number {  
  
};
```

**C#:**

```
public class Solution {  
    public int NumPoints(int[][] darts, int r) {  
  
    }  
}
```

**C:**

```
int numPoints(int** darts, int dartsSize, int* dartsColSize, int r) {  
  
}
```

**Go:**

```
func numPoints(darts [][]int, r int) int {  
  
}
```

**Kotlin:**

```
class Solution {  
    fun numPoints(darts: Array<IntArray>, r: Int): Int {  
  
    }  
}
```

**Swift:**

```
class Solution {  
    func numPoints(_ darts: [[Int]], _ r: Int) -> Int {  
  
    }  
}
```

**Rust:**

```
impl Solution {  
    pub fn num_points(darts: Vec<Vec<i32>>, r: i32) -> i32 {  
  
    }  
}
```

### Ruby:

```
# @param {Integer[][]} darts
# @param {Integer} r
# @return {Integer}
def num_points(darts, r)

end
```

### PHP:

```
class Solution {

    /**
     * @param Integer[][] $darts
     * @param Integer $r
     * @return Integer
     */
    function numPoints($darts, $r) {

    }

}
```

### Dart:

```
class Solution {
  int numPoints(List<List<int>> darts, int r) {

  }
}
```

### Scala:

```
object Solution {
  def numPoints(darts: Array[Array[Int]], r: Int): Int = {

  }
}
```

### Elixir:

```
defmodule Solution do
  @spec num_points(darts :: [[integer]], r :: integer) :: integer
```

```
def num_points(darts, r) do

end

end
```

### Erlang:

```
-spec num_points(Darts :: [[integer()]], R :: integer()) -> integer().
num_points(Darts, R) ->
.
```

### Racket:

```
(define/contract (num-points darts r)
  (-> (listof (listof exact-integer?)) exact-integer? exact-integer?)
)
```

## Solutions

### C++ Solution:

```
/*
 * Problem: Maximum Number of Darts Inside of a Circular Dartboard
 * Difficulty: Hard
 * 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 numPoints(vector<vector<int>>& darts, int r) {

    }
};
```

### Java Solution:



```

/**
 * Problem: Maximum Number of Darts Inside of a Circular Dartboard
 * Difficulty: Hard
 * 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 numPoints(int[][] darts, int r) {

}

}

```

### Python3 Solution:

```

"""
Problem: Maximum Number of Darts Inside of a Circular Dartboard
Difficulty: Hard
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 numPoints(self, darts: List[List[int]], r: int) -> int:
# TODO: Implement optimized solution
pass

```

### Python Solution:

```

class Solution(object):
def numPoints(self, darts, r):
"""
:type darts: List[List[int]]
:type r: int
:rtype: int
"""

```

## JavaScript Solution:

```
/**
 * Problem: Maximum Number of Darts Inside of a Circular Dartboard
 * Difficulty: Hard
 * 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[][]} darts
 * @param {number} r
 * @return {number}
 */
var numPoints = function(darts, r) {

};
```

## TypeScript Solution:

```
/**
 * Problem: Maximum Number of Darts Inside of a Circular Dartboard
 * Difficulty: Hard
 * 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 numPoints(darts: number[][], r: number): number {

};
```

## C# Solution:

```
/*
 * Problem: Maximum Number of Darts Inside of a Circular Dartboard
 * Difficulty: Hard
```

```

* 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 NumPoints(int[][] darts, int r) {

}
}

```

### C Solution:

```

/*
* Problem: Maximum Number of Darts Inside of a Circular Dartboard
* Difficulty: Hard
* 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 numPoints(int** darts, int dartsSize, int* dartsColSize, int r) {

}

```

### Go Solution:

```

// Problem: Maximum Number of Darts Inside of a Circular Dartboard
// Difficulty: Hard
// 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 numPoints(darts [][]int, r int) int {

```

```
}
```

### Kotlin Solution:

```
class Solution {  
    fun numPoints(darts: Array<IntArray>, r: Int): Int {  
  
    }  
}
```

### Swift Solution:

```
class Solution {  
    func numPoints(_ darts: [[Int]], _ r: Int) -> Int {  
  
    }  
}
```

### Rust Solution:

```
// Problem: Maximum Number of Darts Inside of a Circular Dartboard  
// Difficulty: Hard  
// 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 num_points(darts: Vec<Vec<i32>>, r: i32) -> i32 {  
  
    }  
}
```

### Ruby Solution:

```
# @param {Integer[][]} darts  
# @param {Integer} r  
# @return {Integer}  
def num_points(darts, r)
```

```
end
```

### PHP Solution:

```
class Solution {  
  
    /**  
     * @param Integer[][] $darts  
     * @param Integer $r  
     * @return Integer  
     */  
    function numPoints($darts, $r) {  
  
    }  
}
```

### Dart Solution:

```
class Solution {  
    int numPoints(List<List<int>> darts, int r) {  
  
    }  
}
```

### Scala Solution:

```
object Solution {  
    def numPoints(darts: Array[Array[Int]], r: Int): Int = {  
  
    }  
}
```

### Elixir Solution:

```
defmodule Solution do  
    @spec num_points(darts :: [[integer]], r :: integer) :: integer  
    def num_points(darts, r) do  
  
    end  
end
```

### Erlang Solution:

```
-spec num_points(Darts :: [[integer()]], R :: integer()) -> integer().  
num_points(Darts, R) ->  
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```

### Racket Solution:

```
(define/contract (num-points darts r)  
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```