

# Problem 3161: Block Placement Queries

## Problem Information

**Difficulty:** Hard

**Acceptance Rate:** 18.06%

**Paid Only:** No

**Tags:** Array, Binary Search, Binary Indexed Tree, Segment Tree

## Problem Description

There exists an infinite number line, with its origin at 0 and extending towards the **positive** x-axis.

You are given a 2D array `queries`, which contains two types of queries:

1. For a query of type 1, `queries[i] = [1, x]`. Build an obstacle at distance `x` from the origin. It is guaranteed that there is **no** obstacle at distance `x` when the query is asked. 2. For a query of type 2, `queries[i] = [2, x, sz]`. Check if it is possible to place a block of size `sz` anywhere in the range `[0, x]` on the line, such that the block **entirely** lies in the range `[0, x]`. A block **cannot** be placed if it intersects with any obstacle, but it may touch it. Note that you do **not** actually place the block. Queries are separate.

Return a boolean array `results`, where `results[i]` is `true` if you can place the block specified in the `i`th query of type 2, and `false` otherwise.

**Example 1.**

**Input:** `queries = [[1,2],[2,3,3],[2,3,1],[2,2,2]]`

**Output:** `[false,true,true]`

**Explanation:**

**!**<https://assets.leetcode.com/uploads/2024/04/22/example0block.png>

For query 0, place an obstacle at  $x = 2$ . A block of size at most 2 can be placed before  $x = 3$ .

**Example 2.**

**Input:** queries = [[1,7],[2,7,6],[1,2],[2,7,5],[2,7,6]]

**Output:** [true,true,false]

**Explanation:**



\* Place an obstacle at  $x = 7$  for query 0. A block of size at most 7 can be placed before  $x = 7$ . \* Place an obstacle at  $x = 2$  for query 2. Now, a block of size at most 5 can be placed before  $x = 7$ , and a block of size at most 2 before  $x = 2$ .

**Constraints:**

\*  $1 \leq \text{queries.length} \leq 15$  \*  $1 \leq \text{queries}[i].\text{length} \leq 3$  \*  $1 \leq \text{queries}[i][0] \leq 2$  \*  $1 \leq x, sz \leq \min(5 * 10^4, 3 * \text{queries.length})$  \* The input is generated such that for queries of type 1, no obstacle exists at distance  $x$  when the query is asked. \* The input is generated such that there is at least one query of type 2.

## Code Snippets

**C++:**

```
class Solution {
public:
    vector<bool> getResults(vector<vector<int>>& queries) {

    }
};
```

**Java:**

```
class Solution {
    public List<Boolean> getResults(int[][] queries) {
```

```
}  
}
```

### Python3:

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