

Problem 738: Monotone Increasing Digits

Problem Information

Difficulty: Medium

Acceptance Rate: 0.00%

Paid Only: No

Problem Description

An integer has

monotone increasing digits

if and only if each pair of adjacent digits

x

and

y

satisfy

$x \leq y$

Given an integer

n

, return

the largest number that is less than or equal to

n

with

monotone increasing digits

.

Example 1:

Input:

$n = 10$

Output:

9

Example 2:

Input:

$n = 1234$

Output:

1234

Example 3:

Input:

$n = 332$

Output:

299

Constraints:

$0 \leq n \leq 10$

9

Code Snippets

C++:

```
class Solution {  
public:  
    int monotoneIncreasingDigits(int n) {  
  
    }  
};
```

Java:

```
class Solution {  
public int monotoneIncreasingDigits(int n) {  
  
}  
}
```

Python3:

```
class Solution:  
    def monotoneIncreasingDigits(self, n: int) -> int:
```

Python:

```
class Solution(object):  
    def monotoneIncreasingDigits(self, n):  
        """  
        :type n: int  
        :rtype: int  
        """
```

JavaScript:

```
/**  
 * @param {number} n
```

```
* @return {number}
*/
var monotoneIncreasingDigits = function(n) {

};
```

TypeScript:

```
function monotoneIncreasingDigits(n: number): number {

};
```

C#:

```
public class Solution {
public int MonotoneIncreasingDigits(int n) {

}
}
```

C:

```
int monotoneIncreasingDigits(int n) {

}
```

Go:

```
func monotoneIncreasingDigits(n int) int {

}
```

Kotlin:

```
class Solution {
fun monotoneIncreasingDigits(n: Int): Int {

}
}
```

Swift:

```
class Solution {  
func monotoneIncreasingDigits(_ n: Int) -> Int {  
}  
}  
}
```

Rust:

```
impl Solution {  
pub fn monotone_increasing_digits(n: i32) -> i32 {  
}  
}  
}
```

Ruby:

```
# @param {Integer} n  
# @return {Integer}  
def monotone_increasing_digits(n)  
  
end
```

PHP:

```
class Solution {  
  
/**  
 * @param Integer $n  
 * @return Integer  
 */  
function monotoneIncreasingDigits($n) {  
  
}  
}
```

Dart:

```
class Solution {  
int monotoneIncreasingDigits(int n) {  
  
}  
}
```

Scala:

```
object Solution {  
    def monotoneIncreasingDigits(n: Int) : Int = {  
  
    }  
}
```

Elixir:

```
defmodule Solution do  
    @spec monotone_increasing_digits(n :: integer) :: integer  
    def monotone_increasing_digits(n) do  
  
    end  
end
```

Erlang:

```
-spec monotone_increasing_digits(N :: integer()) -> integer().  
monotone_increasing_digits(N) ->  
.
```

Racket:

```
(define/contract (monotone-increasing-digits n)  
  (-> exact-integer? exact-integer?)  
)
```

Solutions

C++ Solution:

```
/*  
 * Problem: Monotone Increasing Digits  
 * Difficulty: Medium  
 * Tags: greedy, math  
 *  
 * Approach: Greedy algorithm with local optimal choices  
 * Time Complexity: O(n) to O(n^2) depending on approach  
 * Space Complexity: O(1) to O(n) depending on approach  
 */
```

```
class Solution {  
public:  
    int monotoneIncreasingDigits(int n) {  
  
    }  
};
```

Java Solution:

```
/**  
 * Problem: Monotone Increasing Digits  
 * Difficulty: Medium  
 * Tags: greedy, math  
 *  
 * Approach: Greedy algorithm with local optimal choices  
 * Time Complexity: O(n) to O(n^2) depending on approach  
 * Space Complexity: O(1) to O(n) depending on approach  
 */  
  
class Solution {  
public int monotoneIncreasingDigits(int n) {  
  
}  
}
```

Python3 Solution:

```
"""  
  
Problem: Monotone Increasing Digits  
Difficulty: Medium  
Tags: greedy, math  
  
Approach: Greedy algorithm with local optimal choices  
Time Complexity: O(n) to O(n^2) depending on approach  
Space Complexity: O(1) to O(n) depending on approach  
"""  
  
class Solution:  
    def monotoneIncreasingDigits(self, n: int) -> int:  
        # TODO: Implement optimized solution
```

```
pass
```

Python Solution:

```
class Solution(object):  
    def monotoneIncreasingDigits(self, n):  
        """  
        :type n: int  
        :rtype: int  
        """
```

JavaScript Solution:

```
/**  
 * Problem: Monotone Increasing Digits  
 * Difficulty: Medium  
 * Tags: greedy, math  
 *  
 * Approach: Greedy algorithm with local optimal choices  
 * Time Complexity: O(n) to O(n^2) depending on approach  
 * Space Complexity: O(1) to O(n) depending on approach  
 */  
  
/**  
 * @param {number} n  
 * @return {number}  
 */  
var monotoneIncreasingDigits = function(n) {  
  
};
```

TypeScript Solution:

```
/**  
 * Problem: Monotone Increasing Digits  
 * Difficulty: Medium  
 * Tags: greedy, math  
 *  
 * Approach: Greedy algorithm with local optimal choices  
 * Time Complexity: O(n) to O(n^2) depending on approach  
 * Space Complexity: O(1) to O(n) depending on approach
```

```
*/\n\nfunction monotoneIncreasingDigits(n: number): number {\n}\n};
```

C# Solution:

```
/*\n * Problem: Monotone Increasing Digits\n * Difficulty: Medium\n * Tags: greedy, math\n *\n * Approach: Greedy algorithm with local optimal choices\n * Time Complexity: O(n) to O(n^2) depending on approach\n * Space Complexity: O(1) to O(n) depending on approach\n */\n\npublic class Solution {\n    public int MonotoneIncreasingDigits(int n) {\n\n    }\n}
```

C Solution:

```
/*\n * Problem: Monotone Increasing Digits\n * Difficulty: Medium\n * Tags: greedy, math\n *\n * Approach: Greedy algorithm with local optimal choices\n * Time Complexity: O(n) to O(n^2) depending on approach\n * Space Complexity: O(1) to O(n) depending on approach\n */\n\nint monotoneIncreasingDigits(int n) {\n\n}
```

Go Solution:

```

// Problem: Monotone Increasing Digits
// Difficulty: Medium
// Tags: greedy, math
//
// Approach: Greedy algorithm with local optimal choices
// Time Complexity: O(n) to O(n^2) depending on approach
// Space Complexity: O(1) to O(n) depending on approach

func monotoneIncreasingDigits(n int) int {

}

```

Kotlin Solution:

```

class Solution {
    fun monotoneIncreasingDigits(n: Int): Int {
        return n
    }
}

```

Swift Solution:

```

class Solution {
    func monotoneIncreasingDigits(_ n: Int) -> Int {
        return n
    }
}

```

Rust Solution:

```

// Problem: Monotone Increasing Digits
// Difficulty: Medium
// Tags: greedy, math
//
// Approach: Greedy algorithm with local optimal choices
// Time Complexity: O(n) to O(n^2) depending on approach
// Space Complexity: O(1) to O(n) depending on approach

impl Solution {
    pub fn monotone_increasing_digits(n: i32) -> i32 {
        return n
    }
}

```

```
}
```

Ruby Solution:

```
# @param {Integer} n
# @return {Integer}
def monotone_increasing_digits(n)

end
```

PHP Solution:

```
class Solution {

    /**
     * @param Integer $n
     * @return Integer
     */
    function monotoneIncreasingDigits($n) {

    }
}
```

Dart Solution:

```
class Solution {
int monotoneIncreasingDigits(int n) {

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Scala Solution:

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object Solution {
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defmodule Solution do
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```
(define/contract (monotone-increasing-digits n)
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```