1) Distribute Candy

```python
def distribute_candies(A):
    n = len(A)


    candies = [1] * n

    for i in range(1, n):
        if A[i] > A[i - 1]:
            candies[i] = candies[i - 1] + 1

    for i in range(n - 2, -1, -1):
        if A[i] > A[i + 1]:
            candies[i] = max(candies[i], candies[i + 1] + 1)

    return sum(candies)


A = [1, 2]
result = distribute_candies(A)
print(result)
```

  3

2) Best Time to Buy and Sell Stocks

```python
def max_profit(A):
    n = len(A)

    if n <= 1:
        return 0
    min_price = A[0]
    max_profit = 0

    for price in A:
        min_price = min(min_price, price)
        max_profit = max(max_profit, price - min_price)

    return max_profit

A1 = [1, 2]
A2 = [1, 4, 5, 2, 4]

result1 = max_profit(A1)
result2 = max_profit(A2)

print(result1)
print(result2)
```

```
1
4
```

3)Stairs

```python
def climbStairs(A):
    if A == 1:
        return 1
    if A == 2:
        return 2

    ways = [0] * (A + 1)

    ways[1] = 1
    ways[2] = 2

    for i in range(3, A + 1):
        ways[i] = ways[i - 1] + ways[i - 2]

    return ways[A]


A1 = 2
A2 = 3

result1 = climbStairs(A1)
result2 = climbStairs(A2)

print(result1)
print(result2)
```

```
2
3
```

4)Kth Row of Pascal's Triangle

```python
def getRow(k):
    if k < 0:
        return []

    row = [1]

    for i in range(1, k + 1):

        current_element = (row[i - 1] * (k - i + 1)) // i
        row.append(current_element)

    return row

k = 3
result = getRow(k)
print(result)
```

```
    [1, 3, 3, 1]
```

5) Repeat and Missing Number Array

```python
def repeatedNumber(A):
    n = len(A)

    repeated, missing = 0, 0

    for i in range(n):
        index = abs(A[i]) - 1

        if A[index] > 0:
            A[index] = -A[index]
        else:
            repeated = abs(A[i])

    for i in range(n):
        if A[i] > 0:
            missing = i + 1
            break

    return [repeated, missing]

input_array = [3, 1, 2, 5, 3]
output = repeatedNumber(input_array)
print(output)
```

```
    [3, 4]
```

Assignment-2

6)Add One To Number

```python
def add_one_to_number(digits):
    n = len(digits)
    carry = 1

    for i in range(n - 1, -1, -1):
        current_sum = digits[i] + carry
        digits[i] = current_sum % 10
        carry = current_sum // 10

    if carry:

        digits.insert(0, carry)

    return digits

input_digits = [1, 2, 3]
output_digits = add_one_to_number(input_digits)
print("Input:", input_digits)
print("Output:", output_digits)
```

```
    Input: [1, 2, 4]
    Output: [1, 2, 4]
```

7)Majority Element

```python
def majority_element(nums):
    count = 0
    candidate = None

    for num in nums:
        if count == 0:
            candidate = num

        count += 1 if num == candidate else -1

    return candidate

input_array = [2, 1, 2]
result = majority_element(input_array)
print("Majority Element:", result)
```

```
Majority Element: 2
```

8)Intersection of Linked Lists

```python
class ListNode:
    def __init__(self, value=0, next=None):
        self.value = value
        self.next = next

def getIntersectionNode(headA, headB):
    def getLength(node):
        length = 0
        while node:
            length += 1
            node = node.next
        return length

    lenA, lenB = getLength(headA), getLength(headB)

    while lenA > lenB:
        headA = headA.next
        lenA -= 1

    while lenB > lenA:
        headB = headB.next
        lenB -= 1

    while headA != headB:
        headA = headA.next
        headB = headB.next

    return headA

headA = ListNode(1, ListNode(2, ListNode(3, ListNode(4, ListNode(5)))))
headB = ListNode(6, ListNode(7, headA.next.next))

intersection_node = getIntersectionNode(headA, headB)
if intersection_node:
    print("Intersection Node Value:", intersection_node.value)
else:
    print("No Intersection")
```

```
Intersection Node Value: 3
```

9)Pascal Triangle

```python
def generate_pascals_triangle(numRows):
    if numRows == 0:
        return []

    triangle = [[1]]

    for i in range(1, numRows):
        row = [1]
        for j in range(1, i):
            row.append(triangle[i-1][j-1] + triangle[i-1][j])
        row.append(1)
        triangle.append(row)

    return triangle

# Example usage:
numRows = 5
result = generate_pascals_triangle(numRows)
print(result)
```

```
[[1], [1, 1], [1, 2, 1], [1, 3, 3, 1], [1, 4, 6, 4, 1]]
```

10)Palindrome Integer

```python
def is_palindrome_integer(x):

    if x < 0:
        return 0

    original_num = x
    reversed_num = 0


    while x > 0:
        digit = x % 10
        reversed_num = reversed_num * 10 + digit
        x = x // 10

    return original_num == reversed_num

input_num1 = 12121
input_num2 = 123

output1 = is_palindrome_integer(input_num1)
output2 = is_palindrome_integer(input_num2)
print(f"Input: {input_num1}, Output: {output1}")
print(f"Input: {input_num2}, Output: {output2}")
```

```
    Input: 12121, Output: True
    Input: 123, Output: False
```

Assignment-3

11) Verify Prime

```python
def is_prime(N):
    if N <= 1:
        return 0


    for i in range(2, int(N**0.5) + 1):
        if N % i == 0:
            return 0

    return 1
input_number = 7
output = is_prime(input_number)

print(f"Input: {input_number}, Output: {output}")
```

```
    Input: 7, Output: 1
```

12)Reverse integer

```python
def reverse_integer(x):
    INT_MAX = 2**31 - 1
    INT_MIN = -2**31

    sign = 1 if x >= 0 else -1
    x = abs(x)
    reversed_num = 0

    while x > 0:
        digit = x % 10
        x = x // 10

        # Check for overflow
        if reversed_num > (INT_MAX - digit) // 10:
            return 0

        reversed_num = reversed_num * 10 + digit

    return sign * reversed_num

# Example usage:
input_num1 = 123
input_num2 = -123

output1 = reverse_integer(input_num1)
output2 = reverse_integer(input_num2)

print(f"Input: {input_num1}, Output: {output1}")
print(f"Input: {input_num2}, Output: {output2}")
```

```
    Input: 123, Output: 321
    Input: -123, Output: -321
```

13)Excel Column Title

```python
def reverse_integer(x):
    INT_MAX = 2**31 - 1
    INT_MIN = -2**31

    sign = 1 if x >= 0 else -1
    x = abs(x)
    reversed_num = 0

    while x > 0:
        digit = x % 10
        x = x // 10

        if reversed_num > (INT_MAX - digit) // 10:
            return 0

        reversed_num = reversed_num * 10 + digit

    return sign * reversed_num

input_num1 = 123
input_num2 = -123

output1 = reverse_integer(input_num1)
output2 = reverse_integer(input_num2)

print(f"Input: {input_num1}, Output: {output1}")
print(f"Input: {input_num2}, Output: {output2}")
```

14)Ants on a Triangle

```
Input: 123, output: 321
```

```python
def probability_of_no_collision():
    total_outcomes = 2**3
    successful_outcomes = 2

    probability = successful_outcomes / total_outcomes
    rounded_probability = round(probability, 2)

    return rounded_probability

result = probability_of_no_collision()
print(result)
```

```
0.25
```

15)Intersection Of Sorted Arrays

```python
def intersect_sorted_arrays(A, B):
    result = []
    i, j = 0, 0

    while i < len(A) and j < len(B):
        if A[i] == B[j]:
            result.append(A[i])
            i += 1
            j += 1
        elif A[i] < B[j]:
            i += 1
        else:
            j += 1

    return result

input_array1 = [1, 2, 3, 3, 4, 5, 6]
input_array2 = [3, 3, 5]

output = intersect_sorted_arrays(input_array1, input_array2)
print("Output:", output)
```

```
Output: [3, 3, 5]
```