Problem Solving

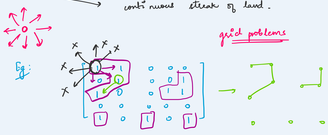
Q) Given a 2-D grid[m x n] of land (1) and water (0)

return the no. of islands.

An island is surrounded by water and is formed by connecting adjacent lands horizontally or vertically.

You may assume all four edges of the grid are all surrounded by water.

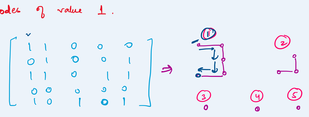
Eg:



grid problems

Ans → 5

Intuition: Treat the 2D grid map as an undirected graph and there is an edge between two horizontally or vertically adjacent nodes of value 1.



5 connected components

```
vis[m][n];
main() {
    count = 0;   // no. of times DFS is called.
    for(i<-0 to m-1) {
        for(j<-0 to n-1) {
            if(!vis[i][j]) {
                vis[i][j] = true;
                DFS(i,j);
                count++;
            }
        }
    }
}
```

Q) Given a 2-D board containing 'X' and 'O'.

I/P →

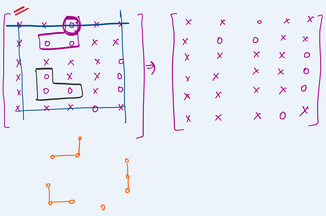
If there is any streak of O's which is surrounded by X, it can be captured.

Convert them into X.

Tell which streaks of O's can be captured??

Output the resultant matrix.

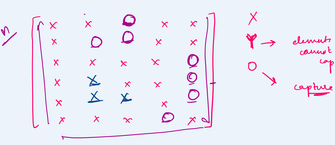
Eg:



→ O's can form a connected component if the entire grid is assumed to be a undirected graph.

If there is a connected component, which has even one zero on boundary, it cannot be captured.

→ Instead of finding those components which can be captured, find those which cannot be captured.



X → elements which cannot be captured

O → captured

① Traverse all elements of boundary

if m[i][j] == O && !visited[i][j] DFS(i,j)

② Mask all visited nodes during DFS with a special character.

③ Traverse over the matrix again and make all O → X

Y → O

Q) Given a m x n matrix.

s : source

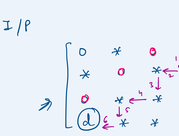
d : destination → only 1

* : safe to travel

O : unsafe to travel → many

possible directions

I/P



Shortest path from source to destination??

s → d → 6

1 → safe

0 → unsafe

! , 0

fault

Source → (2, 0)

dest → (1, 4)