



## Agenda

- ① Sliding window maximum
- ② Asteroid collision
- ③ Rotten Oranges

## Sliding Window Maximum

int arr = { 0, 1, 2, 3, 4, 5, 6, 7 }  
 int k = 3



{ 3, 8, 12 }

maxWin[] = ~~0~~ { 3, 3, 5, 5, 8, 12 }

## Brute Force

TC :  $O(N \times K)$   
 SC :  $O(1)$

```

for (int i = 0; i <= N - K; i++)
{
    int max = -∞;
    for (int j = i; j < i + K; j++)
    {
        max = Math.max(max, arr[j]);
    }
    ans.add(max);
}
  
```

$\text{int arr} = \{ 0, 1, 2, 3, 4, 5, 6, 7 \}$   $\text{int k} = 3$

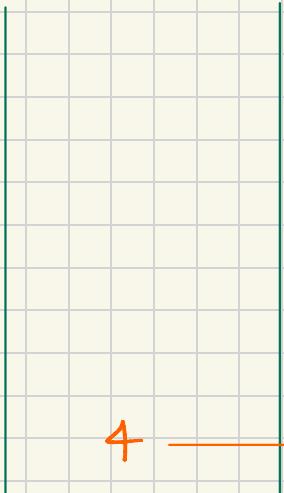
Next greater Ele

using monotonic stack,

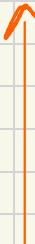
the bottom of the stack is

the biggest Ele

seen till now



strictly dec.



$\text{int}[7] arr = \{ 0, 1, 2, 3, 4, 5, 6, 7 \}$     $\text{int } K = 3$

add last()

• get Bottommost person  
of stack

• remove from bottom

remove last()

$\{ 3, 3, 5, 5, 8, 12 \}$

Max<sup>M</sup> of Win



TC: O(1)   SC: O(1)

number as  
a stack



dq

remove first()

getfirst()

Max<sup>M</sup> Value

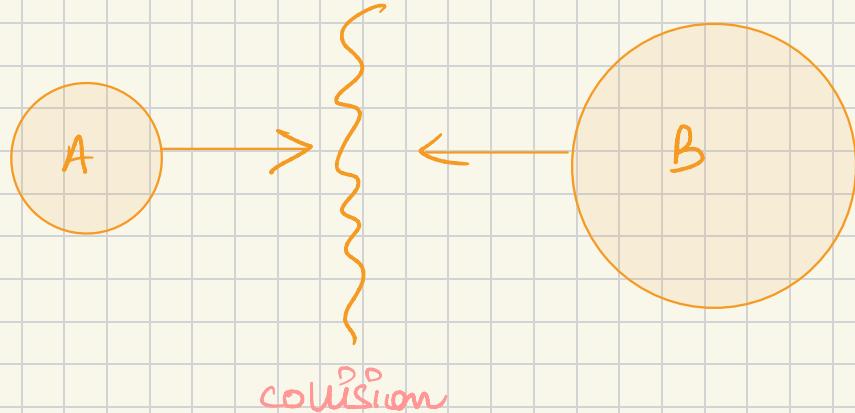
$\text{int}[] \text{ arr} = \{ 0, 1, 2, 3, 4, 5, 6, 7 \}$     $\text{int } k = 3$

① ✓  $(k-1)$  pos, windows started closing

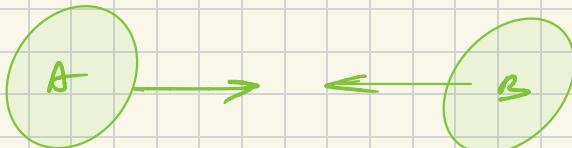
② ✓  
 $\left\{ \begin{array}{l} s_i \rightarrow (x - k + 1)^{\text{th}} \\ e_j \rightarrow x^{\text{th}} \end{array} \right.$

$T.C.: O(N)$   
 $S.C.: O(N)$

## Asteroid Collision



Note: Smaller one will get destroyed, and bigger will move unaffected.



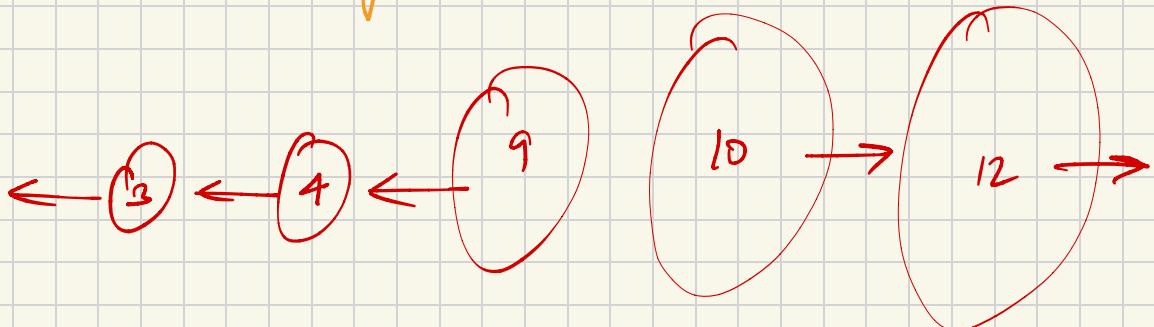
Note 1: If both are of same size, both will get destroyed.

$$\text{asteroids}[] = \left\{ -3, -4, 5, 3, -3, -4, 6, -9, 10, 12, 9, 8, -10 \right\}$$

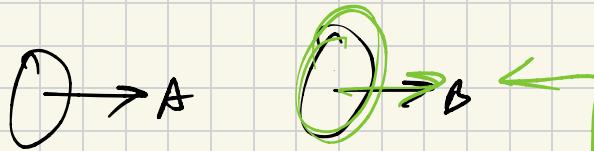
(+)ve : moving towards right.  
 (-)ve : moving towards left.

$$\text{DIF} \neq \{-3, -4, -9, 10, 12\}$$

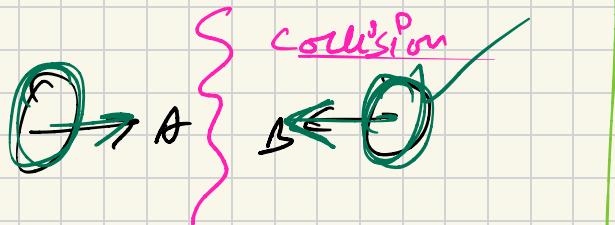
stable universe



Case 1



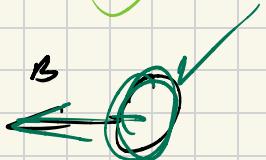
Case 2



Case 3

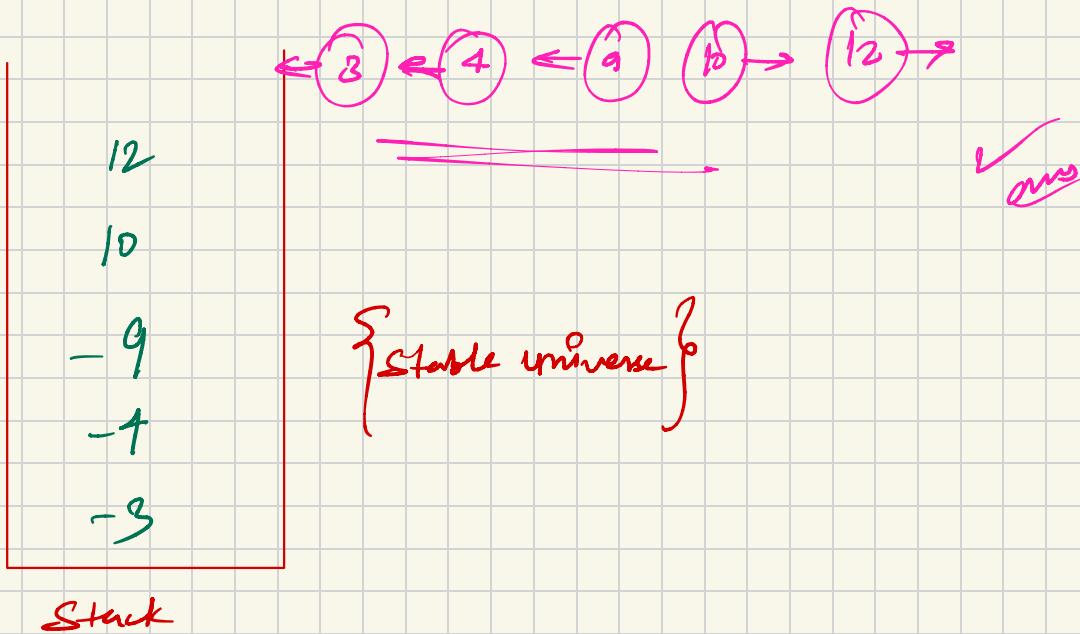


Case 4  $B \leftarrow A$



$$\left\{ -3, -4, 5, 3, -3, -4, 6, -9, 10, 12, 9, 6, -10 \right\}$$

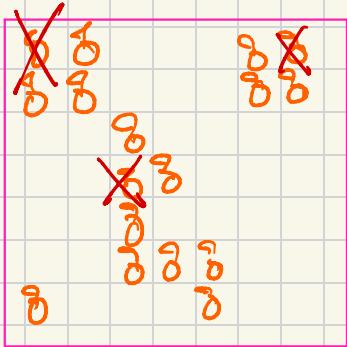
✓



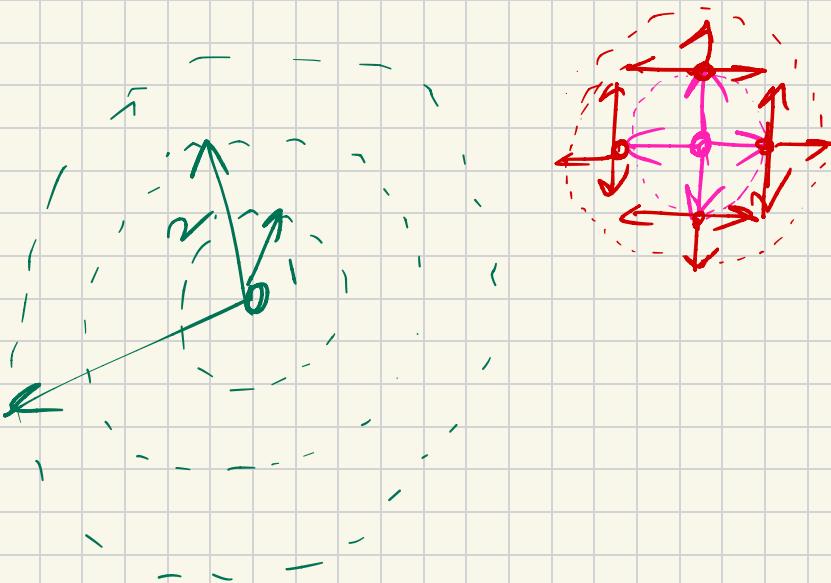
Rotten Oranges

{ Breadth First Search } ✓

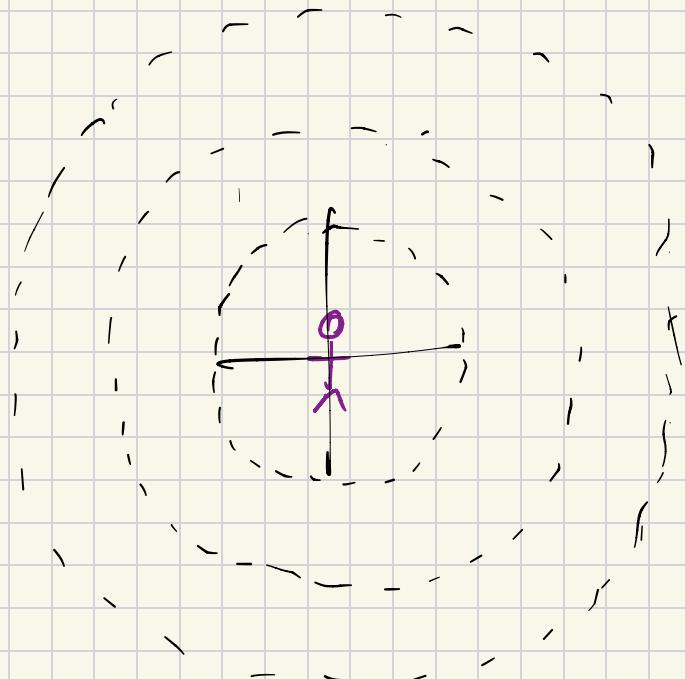
min<sup>m</sup> time in which all the  
oranges will rotten } ✓



✓ min time



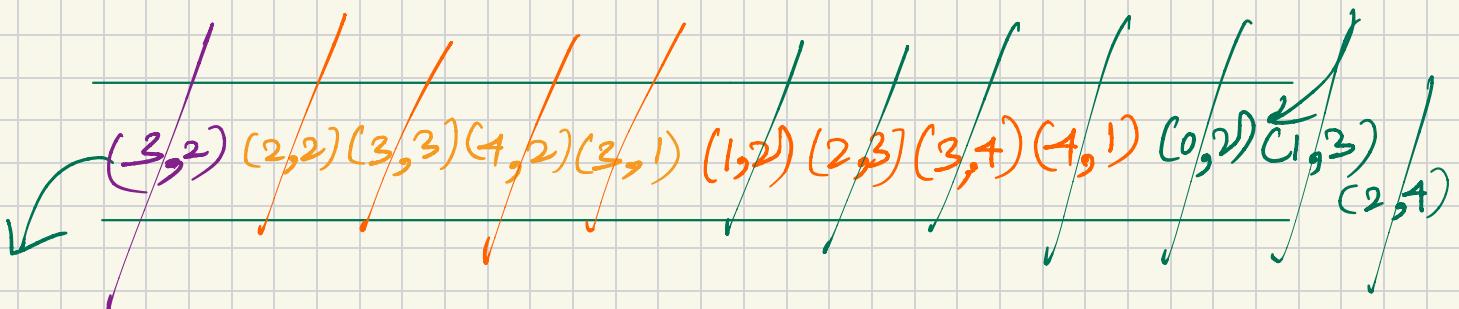
Variously



	0	1	2	3	4
0	0	0	1	0	0
1	0	0	1	1	0
2	0	0	1	1	1
3	0	1	2	1	1
4	1	1	1	0	0

$0 \rightarrow$  Nothing  
 $1 \rightarrow$  fresh  
 $2 \rightarrow$  rotten

Time = ~~0~~ ~~1~~ ~~2~~ ~~3~~ ~~4~~ ✓



- BFS
- Queue
- add your src's
  - try to remove each and, add new people <sup>is possible</sup> in  
directions
  - When particular level people are removed inc. time