### 463. Island Perimeter



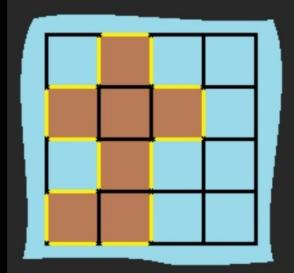
```
Easy ⚠ 6.1K ♀ 304 ☆ ♂
```

You are given row x col grid representing a map where grid[i][j] = 1 represents land and grid[i][j] = 0 represents water.

Grid cells are connected **horizontally/vertically** (not diagonally). The <code>grid</code> is completely surrounded by water, and there is exactly one island (i.e., one or more connected land cells).

The island doesn't have "lakes", meaning the water inside isn't connected to the water around the island. One cell is a square with side length 1. The grid is rectangular, width and height don't exceed 100. Determine the perimeter of the island.

#### Example 1:



```
Input: grid = [[0,1,0,0],[1,1,1,0],[0,1,0,0],[1,1,0,0]]
```

Output: 16

Explanation: The perimeter is the 16 yellow stripes in the image

above.

## Example 2:

```
Input: grid = [[1]]
```

Output: 4

# Example 3:

**Input:** grid = [[1,0]]

Output: 4

#### Constraints:

- row == grid.length
- col == grid[i].length
- 1 <= row, col <= 100
- grid[i][j] is 0 or 1.
- There is exactly one island in grid.

Accepted 467.4K

Submissions 668K Acceptance Rate 70.0%

we consider each land sond as one verter,

a vertex has only 1 adjacent vertex then perimeter = 3 i.e. 4-1 if a verten has 2 adjacent vertices then perimeter=2 4-2 Similarly it it has 3 adjacent vertices then perimeter = 1 4-3

if it has y adjacent vertices

then perimeter = 0 4-4

```
class Solution {
public:
    int islandPerimeter(vector<vector<int>>& grid) {
       int ans=0:
```

```
for(int i=0;i<grid.size();i++){</pre>
           for(int j=0;j<grid[0].size();j++){</pre>
              if(grid[i][j] == 1){
                  int count=0;
                  if(j>0 && grid[i][j-1] == 1) count++;
                  if(i<grid.size()-1 && grid[i+1][j] == 1) count++; \flat o + b M
                  if(j<grid[0].size()-1 && grid[i][j+1] == 1) count++\frac{1}{2}
                  ans=ans+(4-count);
              }
          }
       }
       return ans;
                                           [ (n): D(mxn)
};
                                          S (n):0(1)
```