

# Day 1 array questions

Monday, 10 July 2023 16:51

## Q1 Set Matrix Zeroes: LC-73

- The question wants us to set 0 in col and row elements if the  $arr[i][j]$  is 0.
- We could do it with a copy matrix in which we would alter if we find zero at any place in original matrix.
- Better:**
  - we take 2 traversals -
    - (i) top to down  $\rightarrow$  when moving from top to down, we mark which rows and column we need to change to 0. We keep the first element of each row and column as our marker.
    - (ii) While moving from bottom to up we can update the matrix based on the index we receive.

**Note:** Since first row and first column will have a  $[0][0]$  as their markers, which will overlap and cause problem, so we only store a  $[0][0]$  to store the state of row. For column we can use separate variables.

```
void setZeroes(vector<vector<int>> &matrix)
{
    int col0 = 1, rows = matrix.size(), cols = matrix[0].size();
    for (int i = 0; i < rows; i++)
    {
        if (matrix[i][0] == 0)
            col0 = 0;
        for (int j = 1; j < cols; j++)
            if (matrix[i][j] == 0)
                matrix[i][0] = matrix[0][j] = 0;
    }
    for (int i = rows - 1; i >= 0; i--)
    {
        for (int j = cols - 1; j >= 1; j--)
            if (matrix[i][0] == 0 || matrix[0][j] == 0)
                matrix[i][j] = 0;
        if (col0 == 0)
            matrix[i][0] = 0;
    }
}
```

## Q2 Pascal's Triangle: $\begin{matrix} & & 1 & & \\ & 1 & & 1 & \\ 1 & 2 & & 2 & 1 \end{matrix}$

- There could be recursive approach as well as an iterative.

### Recurrence Relation

Let's start with the recurrence relation within the Pascal's Triangle.

First of all, we define a function  $f(i, j)$  which returns the number in the Pascal's Triangle in the  $i$ -th row and  $j$ -th column.

We then can represent the recurrence relation with the following formula:

$$f(i, j) = f(i-1, j-1) + f(i-1, j)$$

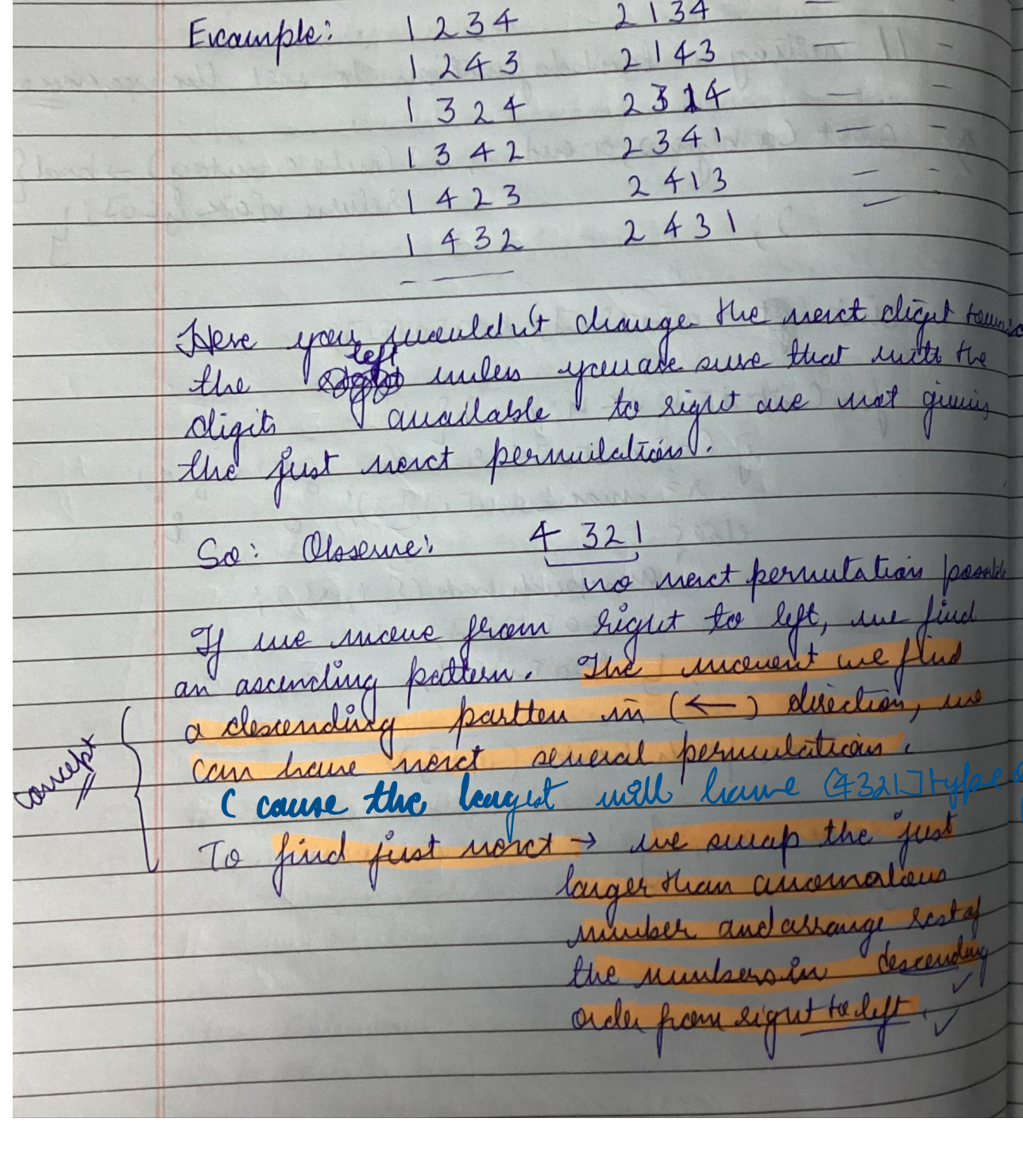
$\begin{matrix} & & 1 & & \\ & 1 & & 1 & \\ 1 & 2 & & 2 & 1 \\ 1 & 3 & & 3 & 1 \\ 1 & 4 & & 6 & 4 & 1 \end{matrix}$

- But I will follow iterative approach.

```
vector<vector<int>> pascalTriangle(int numRows)
{
    // The first and last element of each row is one, which provide us a
    // cushion to not go out of bounds in start or end.
    // Rest of the elements we fill by simple math.
    vector<vector<int>> r(numRows);
    for (int i = 0; i < numRows; i++)
    {
        r[i].resize(i + 1); // increase the size of next row by 1
        r[i][0] = r[i][i] = 1; // initialize first and last element of each row
        as 1
        for (int j = 1; j < i; j++)
            r[i][j] = r[i-1][j-1] + r[i-1][j]; // perform simple addition
        of elements of above row
    }
    return r;
}
```

- How to approach?
  - Observe the pattern and try to write the formula for it.
  - first and last digit always 1
  - Each row has 1 larger size vector
  - each middle element = sum of above 2.  
 $arr[i][j] = arr[i-1][j-1] + arr[i-1][j]$
  - run a loop and check for out of bound errors.

## Q3 Next Permutation:



So: (Example)  $\begin{matrix} 1 & 2 & 3 & 4 \\ & & \uparrow & \\ & & 4 & \end{matrix}$  no next permutation possible

If we move from right to left, we find an ascending pattern. The moment we find a descending pattern in  $\leftarrow$  direction, we can have next permutation.

To find first next  $\rightarrow$  we swap the first larger than current number and arrange rest of the numbers in ascending order from right to left.

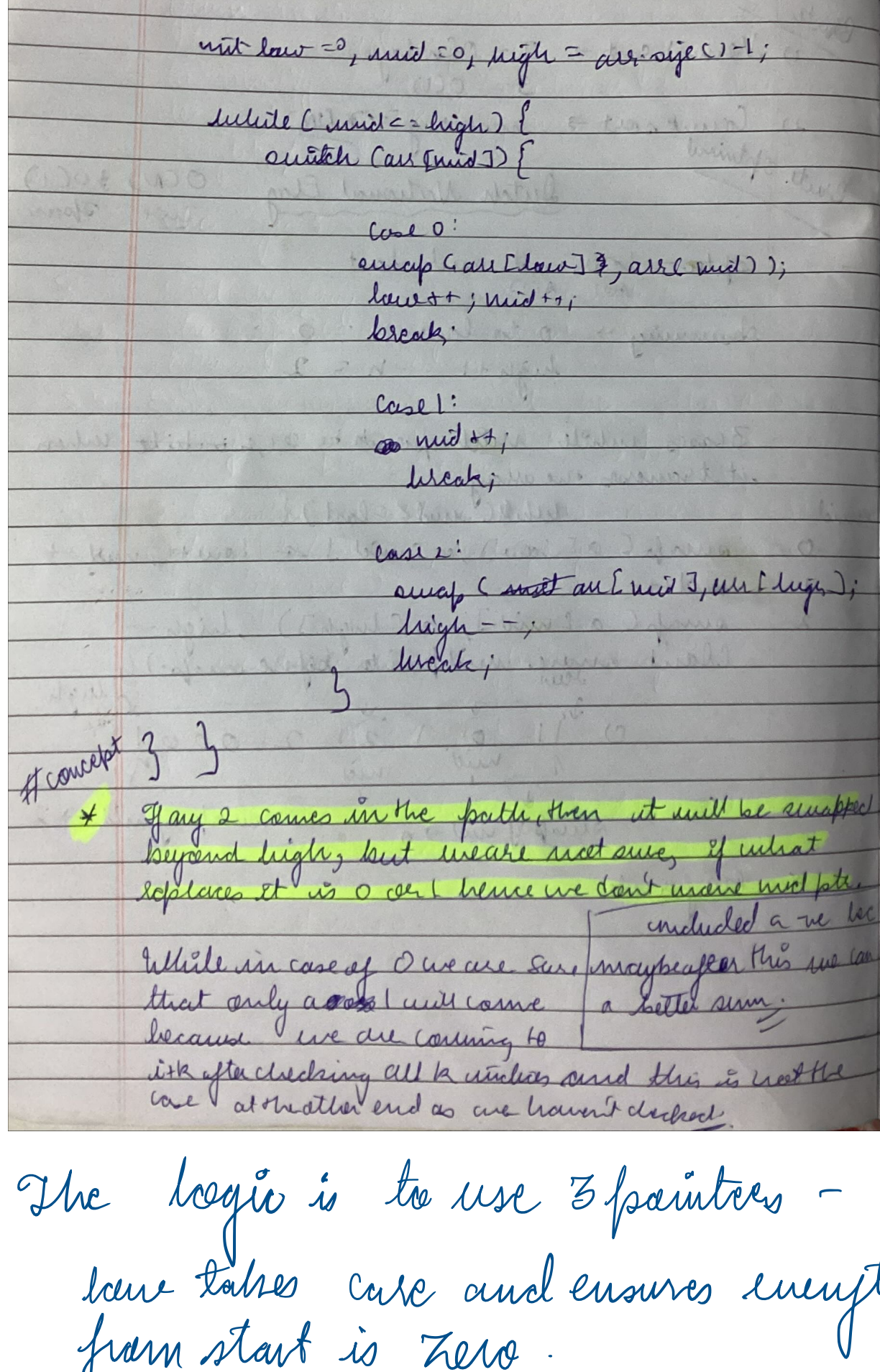
```
void nextPerm(vector<int> &nums)
{
    int ano = n - 1;
    while (ano > 0 && nums[ano] <= nums[ano - 1])
    {
        ano--;
    }
    if (ano == 0)
    {
        reverse(nums.begin(), nums.end());
    }
    else
    {
        int pin = n - 1;
        while (pin > ano && nums[pin] <= nums[ano - 1])
        {
            pin--;
        }
        swap(nums[ano - 1], nums[pin]);
        reverse(nums.begin() + ano, nums.end());
    }
    return nums;
}
```

## Q4: Kadane's algorithm: Max'm sum subarray

- This algorithm is greedy approach and it asks us to keep track of 2 things:
  - (a) current Best (b) Best So Far
- In the end we return best so far value.

```
#include <bits/stdc++.h>
long long maxSubarraySum(int arr[], int n)
{
    long long curr = 0, overall = 0;
    for (int i = 0; i < n; i++)
    {
        curr += arr[i];
        overall = overall < curr ? curr : overall;
        curr = curr < 0 ? 0 : curr;
    }
    return overall;
}
```

## Q5 Dutch National Flag:



- The logic is to use 3 pointers -
  - (a) low takes care and ensures everything upto it from start is zero.
  - (b) mid allows us to swap a value with its right position (supposedly).
  - (c) high allows us to ensure everything beyond it is 2.

## Q6 Buy and Sell stocks

- Take inspiration from Kadane's algo and keep track of -
  - lowest price so far
  - maximum profit so far
- Note: update the profit later, after updating the min price to keep all transactions in sequence.