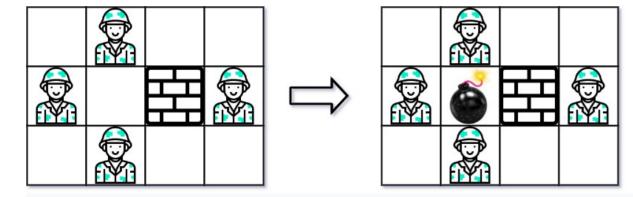
Given an m x n matrix grid where each cell is either a wall  $\mbox{'W'}$ , an enemy  $\mbox{'E'}$  or empty  $\mbox{'0'}$ , return the maximum enemies you can kill using one bomb. You can only place the bomb in an empty

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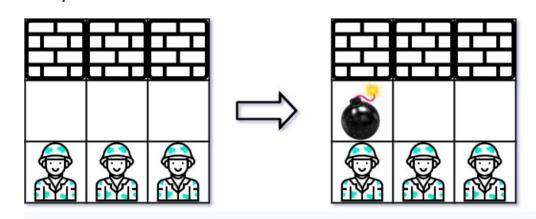
The bomb kills all the enemies in the same row and column from the planted point until it hits the wall since it is too strong to be destroyed.

## Example 1:



Input: grid = [["0","E","0","0"],["E","0","W","E"],["0","E","0","0"]] Output: 3

## Example 2:



Input: grid = [["\","\","\"],["\","\"\"],["\","\"]] Output: 1

47 }

## **Constraints:**

- m == grid.length
- n == grid[i].length
- $1 \le m_{r} n \le 500$ grid[i][j] is either 'W', 'E', or '0'.
- Accepted 60,209 Submissions 122,500

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```
if (grid.length == 0)
    return 0;
               int rows = grid.length;
int cols = grid[0].length;
               int maxCount = 0, rowHits = 0;
                int[] colHits = new int[cols];
               for (int row = 0; row < rows; ++row) {
    for (int col = 0; col < cols; ++col) {</pre>
12 ▼
13 ▼
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                        // reset the hits on the row, if necessary.
if (col == 0 || grid[row][col - 1] == 'W') {
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16 ▼
                             rowHits = 0;
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18 ▼
                             for (int k = col; k < cols; ++k) {</pre>
                                 if (grid[row][k] == 'W')
   // stop the scan when we hit the wall.
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28 ▼
                                 else if (grid[row][k] == 'E')
                                      rowHits += 1;
                         // reset the hits on the column, if necessary.
                        30 ▼
                                 else if (grid[k][col] == 'E')
                                      colHits[col] += 1;
                        // run the calculation for the empty cell.
                        if (grid[row][col] == '0') {
   maxCount = Math.max(maxCount, rowHits + colHits[col]);
39 ▼ 40
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               return maxCount;
```