// 0(1) per call public int getHeight(int fontSize); The calculated width of text for some fontSize is the **sum** of every getWidth(fontSize, text[i]) call for each 0 <= i < text.length (**O-indexed**). The calculated height of text for some fontSize is getHeight(fontSize). Note that text is displayed on a single line. It is guaranteed that FontInfo will return the same value if you call getHeight or getWidth with the same parameters. It is also guaranteed that for any font size fontSize and any character ch: • getHeight(fontSize) <= getHeight(fontSize+1) • getWidth(fontSize, ch) <= getWidth(fontSize+1, ch) Return the maximum font size you can use to display text on the screen. If text cannot fit on the display with any font size, return -1. Example 1: Input: text = "helloworld", w = 80, h = 20, fonts = [6,8,10,12,14,16,18,24,36] Output: 6 Example 2: Input: text = "leetcode", w = 1000, h = 50, fonts = [1,2,4] Output: 4 Example 3: **Input:** text = "easyquestion", w = 100, h = 100, fonts = [10,15,20,25] Output: −1 **Constraints:** • 1 <= text.length <= 50000 text contains only lowercase English letters. • $1 \le w \le 10^7$ • $1 <= h <= 10^4$ • 1 <= fonts.length <= 10^5 • 1 <= fonts[i] <= 10^5 • fonts is sorted in ascending order and does not contain duplicates. Accepted 3,600 Submissions 6,268 Seen this question in a real interview before? Yes No Companies 🛅 i 0 ~ 6 months 6 months ~ 1 year ~ 1 year ~ 2 years Google | 2 **Related Topics**

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