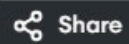




main.py



Run

Output

Clear

```
1 def maxCoins(piles):
2     piles.sort()
3     total_coins = 0
4     n = len(piles) // 3
5     for i in range(n):
6         total_coins += piles[-(2 + i)]
7     return total_coins
8 print(maxCoins([2, 4, 1, 2, 7, 8]))
9 print(maxCoins([2, 4, 5]))
```

```
11
4
```

```
=== Code Execution Successful ===
```

JS

GO

PHP





main.py



Output

Clear

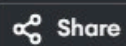
```
1 def min_coins_to_add(coins, target):
2     coins.sort()
3     current_sum = 0
4     coins_needed = 0
5     for coin in coins:
6         while current_sum + 1 < coin and current_sum < target:
7             current_sum += current_sum + 1
8             coins_needed += 1
9             current_sum += coin
10        while current_sum < target:
11            current_sum += current_sum + 1
12            coins_needed += 1
13        return coins_needed
14 coins = [1, 4, 10]
15 target = 19
16 print(min_coins_to_add(coins, target))
```

```
2
=== Code Execution Successful ===
```





main.py



Run

Output

Clear

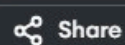
```
1 def minimumTimeRequired(jobs, k):
2     def canDistribute(maxTime):
3         workers = [0] * k
4         return backtrack(0, workers, maxTime)
5     def backtrack(i, workers, maxTime):
6         if i == len(jobs):
7             return True
8         for j in range(k):
9             if workers[j] + jobs[i] <= maxTime:
10                workers[j] += jobs[i]
11                if backtrack(i + 1, workers, maxTime):
12                    return True
13                workers[j] -= jobs[i]
14            if workers[j] == 0:
15                break
16        return False
17    left, right = max(jobs), sum(jobs)
18    while left < right:
19        mid = (left + right) // 2
20        if canDistribute(mid):
21            right = mid
22    else:
```

```
3
=== Code Execution Successful ===
```





main.py



Run

Output

Clear

```
1 def min_containers(weights, max_capacity):
2     weights.sort(reverse=True)
3     containers = 0
4     current_capacity = 0
5
6     for weight in weights:
7         if current_capacity + weight > max_capacity:
8             containers += 1
9             current_capacity = weight
10        else:
11            current_capacity += weight
12
13    if current_capacity > 0:
14        containers += 1
15
16    return containers
17
18 n = 7
19 weights = [5, 10, 15, 20, 25, 30, 35]
20 max_capacity = 50
21 output = min_containers(weights, max_capacity)
22 print(output)
```

4

=== Code Execution Successful ===





main.py



Share

Run

Output

Clear

```
1 import numpy as np
2 def dijkstra(graph, source):
3     n = len(graph)
4     distances = [float('inf')] * n
5     distances[source] = 0
6     visited = [False] * n
7     for _ in range(n):
8         min_distance = float('inf')
9         min_index = -1
10        for v in range(n):
11            if not visited[v] and distances[v] < min_distance:
12                min_distance = distances[v]
13                min_index = v
14        visited[min_index] = True
15        for v in range(n):
16            if (graph[min_index][v] != float('inf') and
17                not visited[v] and
18                distances[min_index] + graph[min_index][v] <
19                    distances[v]):
20                distances[v] = distances[min_index] +
                    graph[min_index][v]
21    return distances
```

```
[0, 7, 3, 9, 5]
```

```
=== Code Execution Successful ===
```





main.py



Share

Run

Output

Clear

```
1 import heapq
2
3 def dijkstra(n, edges, source, target):
4     graph = {i: [] for i in range(n)}
5     for u, v, w in edges:
6         graph[u].append((v, w))
7         graph[v].append((u, w))
8
9     min_heap = [(0, source)]
10    distances = {i: float('inf') for i in range(n)}
11    distances[source] = 0
12
13    while min_heap:
14        current_distance, current_vertex = heapq.heappop(min_heap)
15
16        if current_distance > distances[current_vertex]:
17            continue
18
19        for neighbor, weight in graph[current_vertex]:
20            distance = current_distance + weight
21
22            if distance < distances[neighbor]:
```

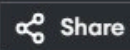
20

=== Code Execution Successful ===





main.py



Run

Output

Clear

```
1 def max_weight(weights, max_capacity):
2     weights.sort(reverse=True)
3     total_weight = 0
4
5     for weight in weights:
6         if total_weight + weight <= max_capacity:
7             total_weight += weight
8
9     return total_weight
10 n = 5
11 weights = [10, 20, 30, 40, 50]
12 max_capacity = 60
13 output = max_weight(weights, max_capacity)
14 print(output)
15
```

60

=== Code Execution Successful ===





main.py



Share

Run

Output

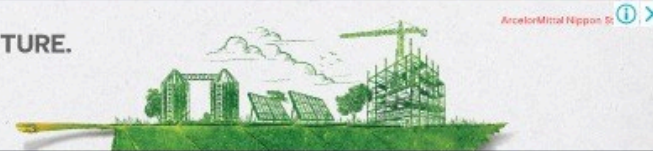
Clear

```
1 def min_containers(weights, max_capacity):
2     weights.sort(reverse=True)
3     containers = 0
4     current_capacity = 0
5
6     for weight in weights:
7         if current_capacity + weight > max_capacity:
8             containers += 1
9             current_capacity = weight
10        else:
11            current_capacity += weight
12
13    if current_capacity > 0:
14        containers += 1
15
16    return containers
17
18 n = 7
19 weights = [5, 10, 15, 20, 25, 30, 35]
20 max_capacity = 50
21 output = min_containers(weights, max_capacity)
22 print(output)
```

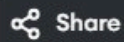
4

=== Code Execution Successful ===





main.py



Run

Output

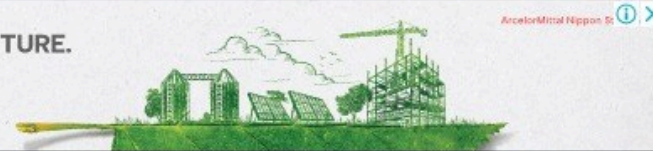
Clear

```
1 class DisjointSet:
2     def __init__(self, n):
3         self.parent = list(range(n))
4         self.rank = [0] * n
5
6     def find(self, u):
7         if self.parent[u] != u:
8             self.parent[u] = self.find(self.parent[u])
9         return self.parent[u]
10
11    def union(self, u, v):
12        root_u = self.find(u)
13        root_v = self.find(v)
14        if root_u != root_v:
15            if self.rank[root_u] > self.rank[root_v]:
16                self.parent[root_v] = root_u
17            elif self.rank[root_u] < self.rank[root_v]:
18                self.parent[root_u] = root_v
19            else:
20                self.parent[root_v] = root_u
21                self.rank[root_u] += 1
22
```

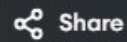
Edges in MST: [(2, 3, 4), (0, 3, 5), (0, 1, 10)]
Total weight of MST: 19

=== Code Execution Successful ===





main.py



Run

Output

Clear

```
1 class DisjointSet:
2     def __init__(self, n):
3         self.parent = list(range(n))
4         self.rank = [0] * n
5
6     def find(self, u):
7         if self.parent[u] != u:
8             self.parent[u] = self.find(self.parent[u])
9         return self.parent[u]
10
11    def union(self, u, v):
12        root_u = self.find(u)
13        root_v = self.find(v)
14        if root_u != root_v:
15            if self.rank[root_u] > self.rank[root_v]:
16                self.parent[root_v] = root_u
17            elif self.rank[root_u] < self.rank[root_v]:
18                self.parent[root_u] = root_v
19            else:
20                self.parent[root_v] = root_u
21                self.rank[root_u] += 1
22
```

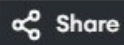
Edges in MST: [(2, 3, 4), (0, 3, 5), (0, 1, 10)]
Total weight of MST: 19

=== Code Execution Successful ===





main.py



Run

Output

Clear

```

1 def find_mst(n, edges):
2     parent = list(range(n))
3     rank = [0] * n
4
5     def find(x):
6         if parent[x] != x:
7             parent[x] = find(parent[x])
8         return parent[x]
9
10    def union(x, y):
11        rootX = find(x)
12        rootY = find(y)
13        if rootX != rootY:
14            if rank[rootX] > rank[rootY]:
15                parent[rootY] = rootX
16            elif rank[rootX] < rank[rootY]:
17                parent[rootX] = rootY
18            else:
19                parent[rootY] = rootX
20                rank[rootX] += 1
21
22    edges.sort(key=lambda x: x[2])
    
```

Is the given MST unique? True

=== Code Execution Successful ===

