

# Surrounded Regions

**Question:** Given a 2D board containing 'X' and 'O', capture all regions surrounded by 'X'.

A region is captured by flipping all 'O's into 'X's in that surrounded region.

For example:

```
X X X X
X O O X
X X O X
X O X X
```

After running your function, the board should be:

```
X X X X
X X X X
X X X X
X O X X
```

## **Solutions:**

```
import collections
```

```
class Solution:
```

```
    def solve(self, board):
        if board == []: return []
        lineNum = len(board)
        colNum = len(board[0])
        queue = collections.deque()
        visited = [[False for j in range(colNum)] for i in range(lineNum)]
        for i in range(colNum):
            if board[0][i] == 'O': queue.append((0, i))
            if board[lineNum-1][i] == 'O': queue.append((lineNum - 1, i))
```

```

for i in range(1, lineNum - 1):
    if board[i][0] == 'O': queue.append((i, 0))
    if board[i][colNum-1] == 'O': queue.append((i, colNum - 1))
while queue:
    t = queue.popleft()
    if board[t[0]][t[1]] == 'O': board[t[0]][t[1]] = '$'
    visited[t[0]][t[1]] = True
    if t[0] + 1 < lineNum and board[t[0] + 1][t[1]] == 'O' and visited[t[0] +
1][t[1]] == False:
        queue.append((t[0] + 1, t[1]))
    if t[0] - 1 >= 0 and board[t[0] - 1][t[1]] == 'O' and visited[t[0] - 1][t[1]] ==
False:
        queue.append((t[0] - 1, t[1]))
    if t[1] + 1 < colNum and board[t[0]][t[1] + 1] == 'O' and visited[t[0]][t[1] +
1] == False:
        queue.append((t[0], t[1] + 1))
    if t[1] - 1 >= 0 and board[t[0]][t[1] - 1] == 'O' and visited[t[0]][t[1] - 1] ==
False:
        queue.append((t[0], t[1] - 1))
for i in range(lineNum):
    for j in range(colNum):
        if board[i][j] == 'O': board[i][j] = 'X'
        if board[i][j] == '$': board[i][j] = 'O'
return board

```

```

Solution().solve([["X","X","X","X"],
                  ["X","O","O","X"],
                  ["X","X","O","X"],
                  ["X","O","X","X"]])

```