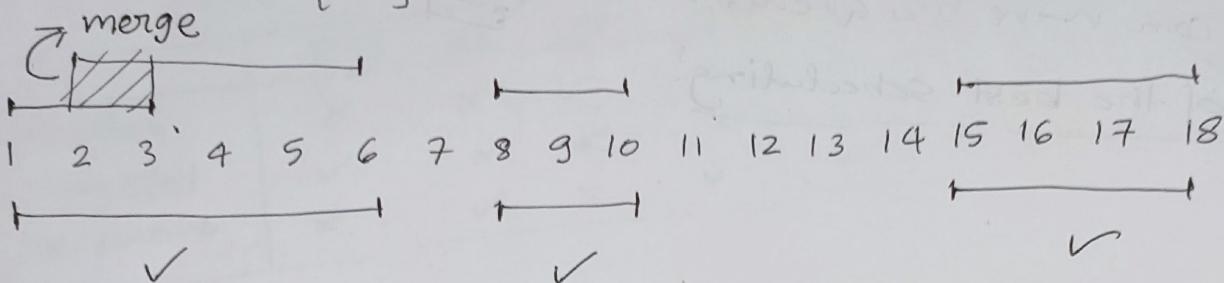


Merge Intervals

Ex: i/p: intervals = $\boxed{[1,3], [2,6], [8,10], [15,18]}$
 o/p: $\boxed{[1,6], [8,10], [15,18]}$

Exp: intervals $[1,3]$ & $[2,6]$ overlaps, merge to
 $\boxed{[1,6]}$

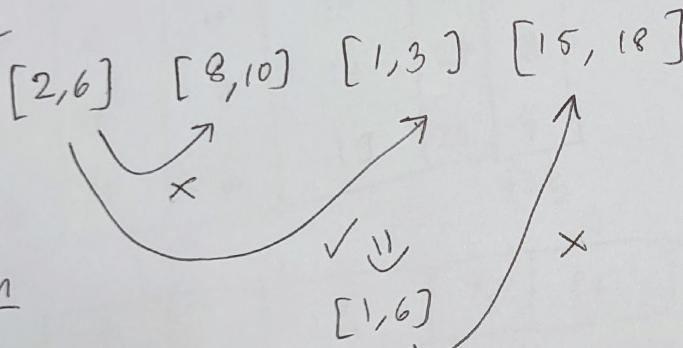


Similiar Q^n (Minimum Platform Required) ✓

Observation

TC. is sorted on basis of 1st interval
 but isn't necessary.

Brute:



observation

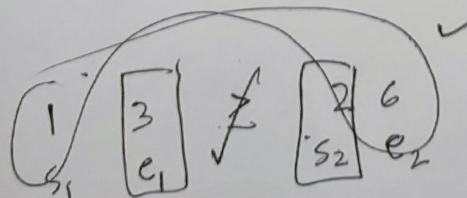
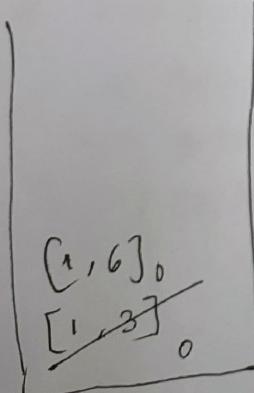
sort!

ensures (merge)
starting is smaller always ✓

merge when $(e_1 \geq s_2)$

or $(s_2 \leq e_1)$

	0	1
0	1	3
1	2	6
2	8	10
3	15	18



append ↲
 $[1,6] \geq [8,10]$
 $s_1 e_1 \quad s_2 e_2$

Lambda Functions:

```
int[][] arr = {{1, 4}, {5, 7}, {3, 12}, {18, 2}, {6, 10}};
```

↙ 2D array

```
Arrays.sort(arr, (a, b) -> {
    return a[0] - b[0];
});
```

default (ing)

✓ (this - other)

✓ (other - this)

↙ (dect)

※ (argument - list) -> {body}

```
class Solution {
    public int[] merge(int[][] intervals) {
        Arrays.sort(intervals, (a, b) -> {
            return a[0] - b[0];
        });
        Stack<int[]> st = new Stack<>();
        st.push(intervals[0]);
        for(int i=1; i < intervals.length; i++) {
            int[] t = st.pop(); // 1 3
            int s1 = t[0];
            int e1 = t[1];
            int s2 = intervals[i][0]; // current interval
            int e2 = intervals[i][1];
            int em = Math.max(e1, e2);
            if(em > s2) {
                t[0] = s2;
                t[1] = em;
                st.push(t);
            } else {
                st.push(t);
                st.push(intervals[i]);
            }
        }
        int[] ans = new int[st.size()];
        for(int i=0; i < st.size(); i++) {
            int[] t = st.pop();
            ans[i] = t[0];
        }
        return ans;
    }
}
```

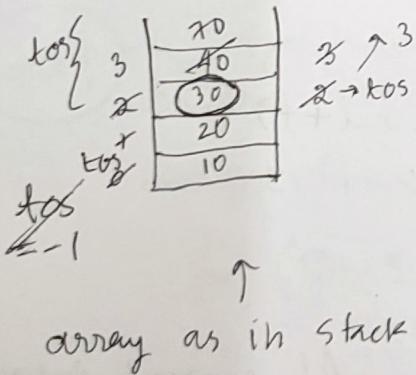
```

// merge condition ( s2 <= e1 ) ✅
if( s2 <= e1 ) {
    st.push( new
        int[] merge = { s1, em } ; } } => st.push(
    st.push( merge );
    new int[] { s1, em } );
} else {
    st.push( t );
    st.push( intervals[ i ] );
}
}

int[][] ans = new int[st.size()][2];
for ( int i = ans.length - 1 ; i >= 0 ; i-- ) {
    int[] tmp = st.pop();
    ans[ i ][ 0 ] = tmp[ 0 ];
    ans[ i ][ 1 ] = tmp[ 1 ];
}
return ans;
}

```

Normal Stack (Design)



push(10)
push(20)
push(30)
push(40)

size = $(tos + 1)$
top of stack

pop() \rightarrow $tos - 1$
peek() \rightarrow arr[tos]
push(70) \rightarrow arr[tos] = 70
 $\rightarrow tos + 1$

st \rightarrow underflow

st(empty) \rightarrow peek or pop \rightarrow error

tos = -1

st \rightarrow overflow

st(full) \rightarrow push \rightarrow error

tos = data.length - 1

Design / Implementation of Stack using Array. (Normal stack)

```
public static class CustomStack {  
    int[] data;  
    int tos; // top of stack  
  
    public CustomStack(int cap) {  
        data = new int[cap];  
        tos = -1;  
    }  
  
    int size() {  
        return tos + 1;  
    }  
  
    void push(int val) {  
        if (tos == data.length - 1)  
            System.out.println("Stack overflow");  
        else {  
            tos++;  
            data[tos] = val;  
        }  
    }  
  
    int pop() {  
        if (tos == -1)  
            System.out.println("Stack underflow");  
        else {  
            int value = data[tos];  
            tos--;  
            return value;  
        }  
    }  
  
    int top() {  
        if (tos == -1)  
            System.out.println("Stack overflow");  
        else {  
            return data[tos];  
        }  
    }  
}
```

```

void display() {
    for (int i=tos; i >= 0; i--) {
        sop(data[i] + " ");
    }
    sopln();
}

```

- < Driver - code > -

Dynamic Stack

// Change code of push fn

```

void push(int val) {
    if (tos == data.length - 1) {
        sopln("St overflow");
    } else {
        tos++;
        data[tos] = val;
    }
}

```

stack condition full!

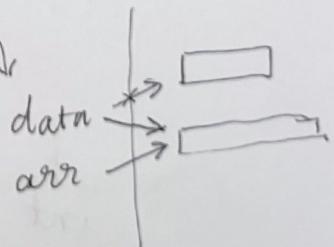
double the size

```

void push(int val) {
    if (tos == data.length - 1) {
        int[] arr = new int[2 * data.length];
        for (i = 0; i < data.length; i++) {
            arr[i] = data[i];
        }
        data = arr; // shallow copy. (referee)
    }
    push(val);
}

```

changed.



```

} else {
    tos++;
    data[tos] = val;
}
}

```