# Advanced DSA - 6

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### **Problem Description**

Given a matrix of integers **A** of size N x M consisting of 0, 1 or 2.

Each cell can have three values:

The value 0 representing an empty cell.

The value 1 representing a fresh orange.

The value 2 representing a rotten orange.

Every minute, any fresh orange that is adjacent (Left, Right, Top, or Bottom) to a rotten orange becomes rotten. Return the minimum number of minutes that must elapse until no cell has a fresh orange. If this is impossible, return -1 instead.

Note: Your solution will run on multiple test cases. If you are using global variables, make sure to clear them.

### **Problem Constraints**

1 <= N, M <= 1000

 $0 \le A[i][j] \le 2$ 

$$A = [ [2, 1, 1] \\ [1, 1, 0] \\ [0, 1, 1] ]$$

Input 2:

$$A = [ [2, 1, 1] \\ [0, 1, 1] \\ [1, 0, 1] ]$$

t=0

2 F F

FF

FF

t= ]

RRF

R F

FF

### **Example Output**

Output 1:

4

Output 2:

-1

RRR

R P

> F F

t= 3

RRR

R R

R F

RRR

R R

R 12

# t=0

R f F

F F

> F 12

t=1 R R F

RF

R P

t= 2 R R R

R R

R R

# Algo steps

- $\rightarrow$  We queue to traverse in a BFS fashion putting all the rotten oranges at the source of BFS.
- -> Do BFS and check the last level of BFS.
- -> Finally check if all the orange, are notten if not return -1.

# Pseudocode

```
int rottenOranges (ACICT) {

R // no. of rows

C // no. of cols

EMPTY = O , FRESH = 1 , ROTTEN = 2

max Time = O

queue // init

for (k \rightarrow 0 to k-1) {

if (ATRITET == ROTTEN) {

queue.add (f O , k , c 3)

}

s interpretable from rows

cols
```

```
DIEX = 60, 1, 0, -13
 DERY = {1,0,-1,03
while (queue.sizel) >0) {
    time, k, c = queue.poll()
     max Time = max (max Time , time)
    for(i \rightarrow 0 \text{ to } 3)
        nx = x + DIRX[i]
        nc = c + DIRY Ti]
        ntime = time +1
        if ( nx <0 11 nc <0 11 nx >= R 11 nc>=0)
             continue
        if (A[nx][nc] == fresH) of
         ATNOTTEN

3 queue add ({ ntime, no, no)
// check no fresh orange remain
" if frein orange exist return -1
neturn max Time
                      TC: 0 ( R* C)
                      SC: O( L*C)
```

# Bob & Chocolates

You are in a chocolate shop that sells **N** number of different chocolates. You are given that the price of each chocolate is **B[i]** and the sweetness of each chocolate is **C[i]**.

You have decided that the total price of your purchases will be atmost A. You can buy each chocolate at most once.

What is the *maximum* sweetness we can get using **atmost A** rupees?

Please read the examples given below carefully to better understand the problem

### **Problem Constraints**

$$1 \le N \le 10^3$$

$$1 \le A \le 10^5$$

$$1 \le B[i] \le 10^3$$

$$1 <= C[i] <= 10^3$$

$$A = 10$$

$$B = [4, 8, 5, 3]$$

$$C = [5, 12, 8, 1]$$

### Input 2:

$$A = 4$$

$$B = [4, 5, 1]$$

$$C = [1, 2, 3]$$

# dp[i][j] take dp[i-1][j-phices[i])

### **Example Output**

### Output 1:

13

### Output 2:

3

```
A B C
Knapsack (amount, prices, sweetners) {
  N = prices length
  dp[N+1][amount+1]
  for (i \rightarrow 1 \text{ to } N) {
       p = price([i-1]
       S = sweetness [i-1]
       for (j \rightarrow 0 \text{ to amount})
           dont = dp[i-1][j]
          if ( j >= p) {
          take = s + dpTi-IJTj-pJ
          dp[i][j] = max(take, dont)
   return dp [N] [amount] {~10° huge }
```

space optimised iterative solution.

```
int knapsack (amount, prices, sweetners) {
     N = price, length
     do [amount +1]
     for (i \rightarrow 1 \text{ to } N)
         p = price([i-1]
         S = sweetness [i-1]
         PHEV = deep copy of dp
         for (j \rightarrow 0 \text{ to amount}) {
             dont = prev[j]
             if (j>= p) {
                take = s + prev [j-p]
             dpTj] = max (take, dont)
      neturn dp [amount]
                              TC: O(N* Amount)
                              rc: O(amount)
```

# Alice le Parky

Alice visits the land of amusement parks. There are a total of **A** amusement parks numbered from 1 to A. Some amusement parks are connected to each other by bidirectional bridges given by array B.

Alice hates to cross these bridges as they require a lot of effort. He is standing at amusement park 1 and wants to reach amusement park A. Find the **minimum number** of bridges that he shall have to cross, if he takes the optimal route.

Return -1 if it is not possible to reach amusement park A.

Please look at the examples below for better understanding of the problem.

### **Problem Constraints**

$$1 \le A \le 10^4$$

$$1 \le B.size() \le 10^5$$

$$A = 4$$

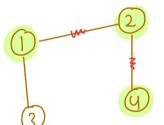
$$B = [$$

1

Input 2:

$$A = 3$$

]



wed 2 bridges
to reach 4

[1, 2]

1)---2

no way to  $\frac{1}{2}$   $\frac{1}$ 

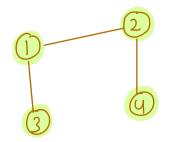
## **Example Output**

### Ouput 1:

2

### Output 2:

-1



{0, N13 {1, N23 {1, N33 {2, N43

# Psudocode

```
int alice & Bridges (N, edges []) {

// Build a graph from edges

queue // init

visited [N+L] // false visited [i] = true

queue.add ({0,1})

while (queue.size()>0) {

bridges node = queue.poll()

if (node == N) { return bridges}

for (nei: graph [node]) {

if (! visited [nei]) {
```

```
risited [nei] = true
queue. add ({briges + i, nei})

return -1
```