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| **1** #include <iostream>  #include<bits/stdc++.h>  using namespace std;  int main() {  int r,c,i,j,low,high;  cin>>r>>c;  int m[r][c];  for(i=0;i<r;i++)  {  for(j=0;j<c;j++)  cin>>m[i][j];  }  for (int i=0; i<r; i++)  {  if (m[i][0] < low)  low=m[i][0];  if (m[i][c-1]>high)  high=m[i][c-1];  }  int t = (r \* c + 1) / 2;  while (low<high)  {  int mid = low+(high-low)/2;  int temp=0;  for (i=0;i<r;i++)  {  temp+=upper\_bound(m[i], m[i]+c, mid) - m[i];  }  if (temp<t)  low=mid+1;  else  high=mid;  }  cout<<"median="<<low;  return 0;  }  **Output:**      **2**  #include<bits/stdc++.h>  using namespace std;  int Platform(int arr[], int d[], int n)  {  int p = 1, r = 1;    for (int i = 0; i < n; i++) {  p = 1;  for (int j = 0; j < n; j++) {  if (i != j)  if (arr[i] >= arr[j] && d[j] >= arr[i])  p++;  }  r = max(p, r);  }  return r;  }  int main()  {  int arr[] = { 100, 300, 500 };  int d[] = { 900, 400, 600 };  int n = sizeof(arr) / sizeof(arr[0]);  cout << Platform(arr, d, n);  return 0;  }  **Output:** |