

Agenda:-

1) Complete Tic Tac Toe

2) Design of parking lot

$\Rightarrow$  Tic Tac Toe :-

app 1

$\Rightarrow$  after every move, check if any player is a winner

loop (N-1) players :-

iterate through entire board

to check if any player is

a winner  $\Rightarrow O(N^2)$

$TC \Rightarrow O(N^3)$

app 2

$\Rightarrow$  check for the player, if he/she is a winner after their last move:-

$\Rightarrow$  iterate through entire board

to check if the player is

a winner  $\Rightarrow O(N^2)$

$TC \Rightarrow O(N^2)$

app<sup>3</sup>  $\Rightarrow$  we need to check only the row, column and diagonal involving the last move cell, for last player

$\Rightarrow$  iterate through row, column and diagonal involving the last move cell.

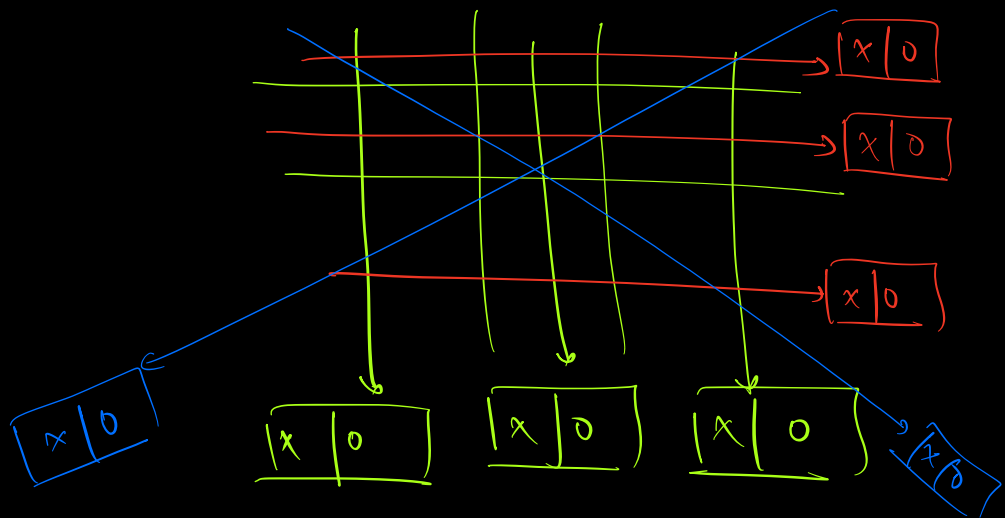
$\rightarrow$  row  $\Rightarrow O(N)$

$\rightarrow$  col  $\Rightarrow O(N)$

$\rightarrow$  diag  $\Rightarrow O(N)$

$\Rightarrow TC \Rightarrow O(3N) \sim O(N)$

$\therefore O(N^3) \rightarrow O(N^2) \rightarrow O(N) \rightarrow O(1) ??$



$\Rightarrow$  maintain  $N$  hashmaps for  $N$  rows  
 $N$  hashmaps for  $N$  columns  
 $2$  hashmaps for  $2$  diagonals,

if at any hashmap for a row/col/diag, we get 'n' no. of same symbol, we have a winner

$O(1)$  → update hashmap after every move  
→ check row/col/diag. if we have  
 $O(1)$  → n symbols

↓  
 $T.C \approx O(1)$

How

⇒ Undo code

⇒ fix issue

⇒ Draw logic

## ⇒ DESIGN PARKING LOT:-

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⇒ Align yourself and get some overview

### ⇒ Requirements:-

- i) Multiple floors, each floor has multiple slots
- ii) Multiple entry points
- iii) Multiple exit points
- iv) Multiple types of vehicle
- v) At entry a ticket is generated
- vi) Assign a spot at entry
- vii) Payment has to be done at exit
- viii) Diff. types of vehicles will have different types of parking slots. A vehicle will have a single slot/spot.
- ix) Diff. types of payment methods. (Cash/online)
- x) Ticket will contain operator details
- xi) Ticket should contain entry time & vehicle details.

⇒ Q<sup>n</sup> regarding implementation details :-

i) Support multiple ways of assigning a spot.

ii) How is the cost going to be calculated :-

→ duration of parking

→ type of vehicle

iii) Multiple strategies of calculating fare.

iv) Payment algo. :-

⇒ for every type of vehicle, diff. base price / hour

⇒ hourly multiplier [can be different for diff. vehicles]

0 - 2 ⇒ 1x

2 - 6 ⇒ 2x

6 - 10 ⇒ 3x

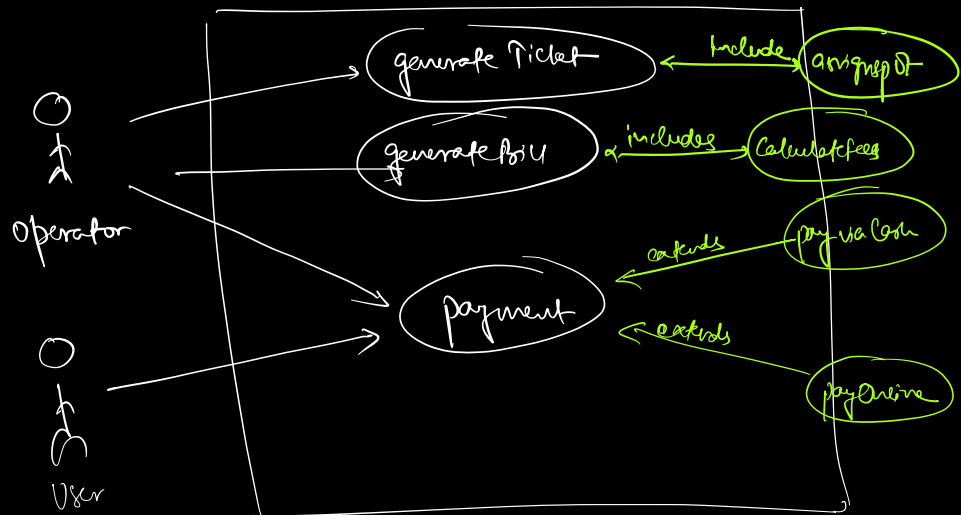
$\left[ \begin{array}{c} 20 \\ 40 \\ 60 \\ 80 \\ \dots \end{array} \right]$

v) Support electric vehicles

→ spot should have charger

→ fare calculation → base parking fare + electricity used

## ⇒ Use Case Diagram



## ⇒ Class Diagram

Code

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