

# 554. Brick Wall

1	4	1	2
2	1	3	3
3	3	4	
4	2	5	
5		4	3

min number  
of bricks to cut

For every position find no. of  
bricks which are corners

Go over  
each row

Go to  
each width

and  
we  
that

position  
counter

For calculating  
corners.

This is  
because  
corner  
brick  
cut  
will reduce  
the number  
of bricks  
being  
cut.

Find max(pos)

So we need  
some map  
to store

Key → position  
Value → no. of  
corners



















