

6/5/26 Comp Prog C++

1) Sorting Data for use in greedy algorithms.

- Planting Trees (2 ways)

2) HMK #4

- baloni

Planting Trees

2 3 4 3

4, 3, 3, 2

~~+2~~+1+1+1+1 } Day after

~~6~~
1 2 3 4 Day #

6 6 7 7

✓ ✓ ✓
39 38 9 35 39 20

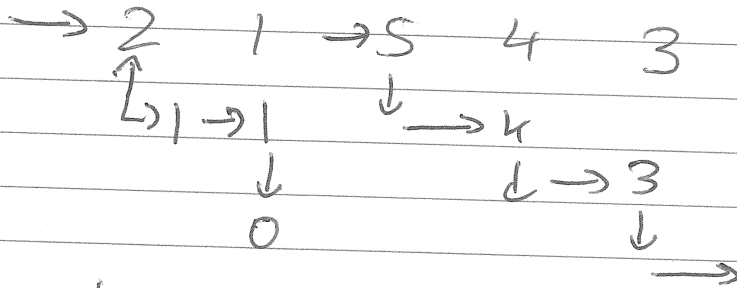
39 39 38 35 20 9

1 1 1 1 1 1

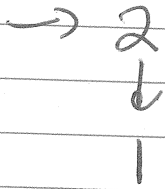
1 2 3 4 5 6

41 42 42 40 26 16

Baloni

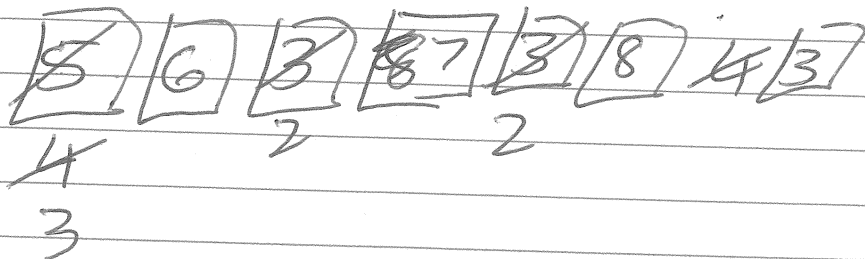


Imagine only adding an arrow if I need to.



When I look to shoot a balloon, see if there's an arrow already flying, if so remove balloon + lower the arrow. If not, add an arrow, kill balloon lower arrow

✓ ✓ ✓ ✓ ✓
~~6~~, ~~7~~, ~~3~~, ~~8~~, ~~4~~, ~~8~~, ~~9~~, ~~3~~, ~~4~~, ~~4~~



Convert char $\rightarrow$ int $0-25$

C - 'a'

C - 'A'

char (digit) $\rightarrow$ digit val

d - '0'

To get char with int i

i + 'a'

i + 'A'

To get char digit i + '0'

P 10 ~~20~~ 32

C 20 ~~32~~ 60

~~25~~, 32, ~~47~~, ~~43~~, ~~60~~, 90