## Submission Detail

46 / 46 test cases passed.

Runtime: 28 ms

Status: Accepted

Submitted: 33 minutes ago

## Accepted Solutions Runtime Distribution



Invite friends to challenge Minimum Cost to Hire K Workers

## Submitted Code: 33 minutes ago

Language: cpp

Edit Code

```
1
    #define MAX 1e11
    #define EPS 1e-5
 2
 3
 4
    struct Worker {
 5
        int quality;
 6
        double ratio;
 7
        Worker(int q, double r) {
 8
            quality = q;
 9
            ratio = r;
10
        }
11
    };
12
13
    struct WorkerCompQ {
14
        bool operator()(Worker a, Worker b) {
15
            return a.quality < b.quality;</pre>
16
        }
17
    };
18
19
    struct WorkerCompR {
        bool operator()(Worker a, Worker b) {
20
21
            return a.ratio - b.ratio < -EPS;</pre>
22
        }
23
    };
24
25
    class Solution {
26
27
    public:
28
        double mincostToHireWorkers(vector<int>& quality, vector<int>& wage, int K) {
29
30
            int N = quality.size();
31
            vector<Worker> workers;
32
            for (int i = 0; i < N; i++)
33
                 workers.push_back(Worker(quality[i], (double)wage[i] / quality[i]));
34
            sort(workers.begin(), workers.end(), WorkerCompR());
35
            int qsum = 0;
36
            priority_queue<Worker, vector<Worker>, WorkerCompQ> q;
            for (int i = 0; i < K; i++) {
37
38
                 q.push(workers[i]);
39
                 qsum += workers[i].quality;
40
            }
41
            double cost = qsum * workers[K - 1].ratio;
42
            for (int i = K; i < N; i++) {
```

```
Worker fired = q.top();
43
44
                q.pop();
                q.push(workers[i]);
45
                qsum = qsum - fired.quality + workers[i].quality;
46
                double new_cost = qsum * workers[i].ratio;
47
                if (new_cost < cost)</pre>
48
                    cost = new_cost;
49
50
            }
51
            return cost;
52
        }
53 };
```

## Back to problem (/problems/minimum-cost-to-hire-k-workers/)