目录

[401. Binary Watch 4](#_Toc57378722)

[402. Remove K Digits 6](#_Toc57378723)

[403. Frog Jump 8](#_Toc57378724)

[404. Sum of Left Leaves 11](#_Toc57378725)

[405. Convert a Number to Hexadecimal 13](#_Toc57378726)

[406. Queue Reconstruction by Height 15](#_Toc57378727)

[407. Trapping Rain Water II★★ 17](#_Toc57378728)

[408. Valid Word Abbreviation 20](#_Toc57378729)

[409. Longest Palindrome 22](#_Toc57378730)

[410. Split Array Largest Sum 23](#_Toc57378731)

[411. Minimum Unique Word Abbreviation★★ 25](#_Toc57378732)

[412. Fizz Buzz 28](#_Toc57378733)

[413. Arithmetic Slices 30](#_Toc57378734)

[414. Third Maximum Number 32](#_Toc57378735)

[415. Add Strings 34](#_Toc57378736)

[416. Partition Equal Subset Sum★★ 35](#_Toc57378737)

[417. Pacific Atlantic Water Flow 37](#_Toc57378738)

[418. Sentence Screen Fitting★★ 39](#_Toc57378739)

[419. Battleships in a Board 42](#_Toc57378740)

[420. Strong Password Checker 44](#_Toc57378741)

[421. Maximum XOR of Two Numbers in an Array★★ 45](#_Toc57378742)

[422. Valid Word Square 47](#_Toc57378743)

[423. Reconstruct Original Digits from English 50](#_Toc57378744)

[424. Longest Repeating Character Replacement★★ 52](#_Toc57378745)

[425. Word Squares 54](#_Toc57378746)

[426. Convert Binary Search Tree to Sorted Doubly Linked List 56](#_Toc57378747)

[427. Construct Quad Tree 59](#_Toc57378748)

[428. Serialize and Deserialize N-ary Tree 62](#_Toc57378749)

[429. N-ary Tree Level Order Traversal 65](#_Toc57378750)

[430. Flatten a Multilevel Doubly Linked List 67](#_Toc57378751)

[431. Encode N-ary Tree to Binary Tree 70](#_Toc57378752)

[432. All O`one Data Structure★★ 72](#_Toc57378753)

[433. Minimum Genetic Mutation 74](#_Toc57378754)

[434. Number of Segments in a String 77](#_Toc57378755)

[435. Non-overlapping Intervals 78](#_Toc57378756)

[436. Find Right Interval 80](#_Toc57378757)

[437. Path Sum III 82](#_Toc57378758)

[438. Find All Anagrams in a String 84](#_Toc57378759)

[439. Ternary Expression Parser 86](#_Toc57378760)

[440. K-th Smallest in Lexicographical Order★★ 88](#_Toc57378761)

[441. Arranging Coins 90](#_Toc57378762)

[442. Find All Duplicates in an Array★★ 92](#_Toc57378763)

[443. String Compression 94](#_Toc57378764)

[444. Sequence Reconstruction 97](#_Toc57378765)

[445. Add Two Numbers II 99](#_Toc57378766)

[446. Arithmetic Slices II - Subsequence 101](#_Toc57378767)

[447. Number of Boomerangs 103](#_Toc57378768)

[448. Find All Numbers Disappeared in an Array 105](#_Toc57378769)

[449. Serialize and Deserialize BST 108](#_Toc57378770)

[450. Delete Node in a BST 110](#_Toc57378771)

[451. Sort Characters By Frequency 112](#_Toc57378772)

[452. Minimum Number of Arrows to Burst Balloons★★ 114](#_Toc57378773)

[453. Minimum Moves to Equal Array Elements 116](#_Toc57378774)

[454. 4Sum II 117](#_Toc57378775)

[455. Assign Cookies 119](#_Toc57378776)

[456. 132 Pattern★★ 121](#_Toc57378777)

[457. Circular Array Loop 125](#_Toc57378778)

[458. Poor Pigs★★ 127](#_Toc57378779)

[459. Repeated Substring Pattern★★ 128](#_Toc57378780)

[460. LFU Cache★★ 130](#_Toc57378781)

[461. Hamming Distance 133](#_Toc57378782)

[462. Minimum Moves to Equal Array Elements II 134](#_Toc57378783)

[463. Island Perimeter 135](#_Toc57378784)

[464. Can I Win★ 137](#_Toc57378785)

[465. Optimal Account Balancing★★ 139](#_Toc57378786)

[466. Count The Repetitions★★ 142](#_Toc57378787)

[467. Unique Substrings in Wraparound String★ 144](#_Toc57378788)

[468. Validate IP Address★ 146](#_Toc57378789)

[469. Convex Polygon 148](#_Toc57378790)

[470. Implement Rand10() Using Rand7() 150](#_Toc57378791)

[471. Encode String with Shortest Length★★ 152](#_Toc57378792)

[472. Concatenated Words★★ 154](#_Toc57378793)

[473. Matchsticks to Square★★ 156](#_Toc57378794)

[474. Ones and Zeroes 159](#_Toc57378795)

[475. Heaters 161](#_Toc57378796)

[476. Number Complement 163](#_Toc57378797)

[477. Total Hamming Distance 165](#_Toc57378798)

[478. Generate Random Point in a Circle★★ 166](#_Toc57378799)

[479. Largest Palindrome Product 169](#_Toc57378800)

[480. Sliding Window Median★★ 170](#_Toc57378801)

[481. Magical String 175](#_Toc57378802)

[482. License Key Formatting 177](#_Toc57378803)

[483. Smallest Good Base★★ 179](#_Toc57378804)

[484. Find Permutation★ 181](#_Toc57378805)

[485. Max Consecutive Ones 183](#_Toc57378806)

[486. Predict the Winner 184](#_Toc57378807)

[487. Max Consecutive Ones II 186](#_Toc57378808)

[488. Zuma Game★★ 188](#_Toc57378809)

[489. Robot Room Cleaner 192](#_Toc57378810)

[490. The Maze 195](#_Toc57378811)

[491. Increasing Subsequences 198](#_Toc57378812)

[492. Construct the Rectangle 200](#_Toc57378813)

[493. Reverse Pairs★★ 202](#_Toc57378814)

[494. Target Sum★★ 204](#_Toc57378815)

[495. Teemo Attacking 207](#_Toc57378816)

[496. Next Greater Element I 209](#_Toc57378817)

[497. Random Point in Non-overlapping Rectangles 211](#_Toc57378818)

[498. Diagonal Traverse 213](#_Toc57378819)

[499. The Maze III 215](#_Toc57378820)

[500. Keyboard Row 219](#_Toc57378821)

### 401. Binary Watch

Easy

A binary watch has 4 LEDs on the top which represent the **hours** (**0-11**), and the 6 LEDs on the bottom represent the **minutes** (**0-59**).

Each LED represents a zero or one, with the least significant bit on the right.



For example, the above binary watch reads "3:25".

Given a non-negative integer *n* which represents the number of LEDs that are currently on, return all possible times the watch could represent.

**Example:**

Input: n = 1  
Return: ["1:00", "2:00", "4:00", "8:00", "0:01", "0:02", "0:04", "0:08", "0:16", "0:32"]

**Note:**

* The order of output does not matter.
* The hour must not contain a leading zero, for example "01:00" is not valid, it should be "1:00".
* The minute must be consist of two digits and may contain a leading zero, for example "10:2" is not valid, it should be "10:02".

class Solution **{**

public**:**

vector**<**string**>** readBinaryWatch**(**int num**)** **{**

vector**<**string**>** res**;**

**for** **(**int h **=** 0**;** h **<** 12**;** h**++)**

**for** **(**int m **=** 0**;** m **<** 60**;** m**++)** **{**

**if** **(**bitset**<**10**>(**h **<<** 6 **|** m**).**count**()** **==** num**)**

res**.**push\_back**(**to\_string**(**h**)** **+** **(**m **<** 10 **?** ":0" **:** ":"**)**

**+** to\_string**(**m**));**

**}**

**return** res**;**

**}**

**};**

### 402. Remove K Digits

Medium

Given a non-negative integer *num* represented as a string, remove *k* digits from the number so that the new number is the smallest possible.

**Note:**

* The length of *num* is less than 10002 and will be ≥ *k*.
* The given *num* does not contain any leading zero.

**Example 1:**

Input: num = "1432219", k = 3

Output: "1219"

Explanation: Remove the three digits 4, 3, and 2 to form the new number 1219 which is the smallest.

**Example 2:**

Input: num = "10200", k = 1

Output: "200"

Explanation: Remove the leading 1 and the number is 200. Note that the output must not contain leading zeroes.

**Example 3:**

Input: num = "10", k = 2

Output: "0"

Explanation: Remove all the digits from the number and it is left with nothing which is 0.

class Solution **{**

public**:**

string removeKdigits**(**string num**,** int k**)** **{**

string res **=** ""**;**

**for** **(**char c **:** num**)** **{**

**while** **(!**res**.**empty**()** **&&** res**.**back**()** **>** c **&&** k**)** **{**

res**.**pop\_back**();**

k**--;**

**}**

**if** **(!**res**.**empty**()** **||** c **!=** '0'**)** res**.**push\_back**(**c**);**

**}**

**while** **(!**res**.**empty**()** **&&** k**--)** res**.**pop\_back**();**

**return** res**.**empty**()** **?** "0" **:** res**;**

**}**

**};**

### 403. Frog Jump

Hard

A frog is crossing a river. The river is divided into x units and at each unit there may or may not exist a stone. The frog can jump on a stone, but it must not jump into the water.

Given a list of stones' positions (in units) in sorted ascending order, determine if the frog is able to cross the river by landing on the last stone. Initially, the frog is on the first stone and assume the first jump must be 1 unit.

If the frog's last jump was *k* units, then its next jump must be either *k* - 1, *k*, or *k* + 1 units. Note that the frog can only jump in the forward direction.

**Note:**

* The number of stones is ≥ 2 and is < 1,100.
* Each stone's position will be a non-negative integer < 231.
* The first stone's position is always 0.

**Example 1:**

**[0,1,3,5,6,8,12,17]**

There are a total of 8 stones.

The first stone at the 0th unit, second stone at the 1st unit,

third stone at the 3rd unit, and so on...

The last stone at the 17th unit.

**Return true**. The frog can jump to the last stone by jumping

1 unit to the 2nd stone, then 2 units to the 3rd stone, then

2 units to the 4th stone, then 3 units to the 6th stone,

4 units to the 7th stone, and 5 units to the 8th stone.

**Example 2:**

**[0,1,2,3,4,8,9,11]**

**Return false**. There is no way to jump to the last stone as

the gap between the 5th and 6th stone is too large.

class Solution **{**

public**:**

bool canCross**(**vector**<**int**>&** stones**)** **{**

int n **=** stones**.**size**();**

unordered\_set**<**int**>** s**[**n**];**

s**[**0**].**insert**(**0**);**

**for** **(**int i **=** 1**;** i **<** n**;** i**++)** **{**

**for** **(**int j **=** 0**;** j **<** i**;** j**++)** **{**

**if** **(**s**[**j**].**empty**())** **continue;**

int d **=** stones**[**i**]** **-** stones**[**j**];**

**if** **(**d **>** n**)** **continue;**

**if** **(**s**[**j**].**count**(**d**-**1**)** **||** s**[**j**].**count**(**d**)** **||** s**[**j**].**count**(**d**+**1**)** **)** **{**

s**[**i**].**insert**(**d**);**

**}**

**}**

**}**

**return** **!**s**[**n**-**1**].**empty**();**

**}**

**};**

class Solution **{**

public**:**

bool canCross**(**vector**<**int**>&** stones**)** **{**

int N **=** stones**.**size**();**

vector**<**vector**<**bool**>>** dp**(**N**,** vector**<**bool**>(**N**+**1**,** **false));**

dp**[**0**][**1**]** **=** **true;**

**for(**int i **=** 1**;** i **<** N**;** **++**i**){**

**for(**int j **=** 0**;** j **<** i**;** **++**j**){**

int d **=** stones**[**i**]** **-** stones**[**j**];**

**if** **(**d **<** 0 **||** d **>** N **||** **!**dp**[**j**][**d**])** **continue;**

dp**[**i**][**d**]** **=** **true;**

**if** **(**d **-** 1 **>=** 0**)** dp**[**i**][**d**-**1**]** **=** **true;**

**if** **(**d **+** 1 **<=** N**)** dp**[**i**][**d**+**1**]** **=** **true;**

**if** **(**i **==** N**-**1**)** **return** **true;**

**}**

**}**

**return** **false;**

**}**

**};**

### 404. Sum of Left Leaves

Easy

Find the sum of all left leaves in a given binary tree.

**Example:**

3

/ \

9 20

/ \

15 7

There are two left leaves in the binary tree, with values **9** and **15** respectively. Return **24**.

/\*\*

\* Definition for a binary tree node.

\* struct TreeNode {

\* int val;

\* TreeNode \*left;

\* TreeNode \*right;

\* TreeNode(int x) : val(x), left(NULL), right(NULL) {}

\* };

\*/

class Solution **{**

public**:**

int sumOfLeftLeaves**(**TreeNode**\*** root**)** **{**

int res **=** 0**;**

dfs**(**root**,** res**,** **false);**

**return** res**;**

**}**

private**:**

void dfs**(**TreeNode**\*** root**,** int **&**res**,** bool type**)** **{**

**if** **(**root **==** **nullptr)** **return;**

**if** **(!**root**->**left **&&** **!**root**->**right **&&** type**)** **{**

res **+=** root**->**val**;**

**}**

dfs**(**root**->**left**,** res**,** **true);**

dfs**(**root**->**right**,** res**,** **false);**

**}**

**};**

### 405. Convert a Number to Hexadecimal

Easy

Given an integer, write an algorithm to convert it to hexadecimal. For negative integer, [two’s complement](https://en.wikipedia.org/wiki/Two%27s_complement) method is used.

**Note:**

1. All letters in hexadecimal (a-f) must be in lowercase.
2. The hexadecimal string must not contain extra leading 0s. If the number is zero, it is represented by a single zero character '0'; otherwise, the first character in the hexadecimal string will not be the zero character.
3. The given number is guaranteed to fit within the range of a 32-bit signed integer.
4. You **must not use *any* method provided by the library** which converts/formats the number to hex directly.

**Example 1:**

Input:

26

Output:

"1a"

**Example 2:**

Input:

-1

Output:

"ffffffff"

class Solution **{**

public**:**

string toHex**(**int num**)** **{**

const string HEX **=** "0123456789abcdef"**;**

**if** **(**num **==** 0**)** **return** "0"**;**

string res**;**

unsigned int n **=** num**;**

**while** **(**n**)** **{**

res **=** HEX**[(**n **&** 0xf**)]** **+** res**;**

n **>>=** 4**;**

**}**

**return** res**;**

**}**

**};**

### 406. Queue Reconstruction by Height

Medium

Suppose you have a random list of people standing in a queue. Each person is described by a pair of integers (h, k), where h is the height of the person and k is the number of people in front of this person who have a height greater than or equal to h. Write an algorithm to reconstruct the queue.

**Note:**  
The number of people is less than 1,100.

**Example**

Input:

[[7,0], [4,4], [7,1], [5,0], [6,1], [5,2]]

Output:

[[5,0], [7,0], [5,2], [6,1], [4,4], [7,1]]

class Solution {

public:

    vector<vector<int>> reconstructQueue(vector<vector<int>>& people) {

        auto cmp = [](const vector<int> &lhs,  const vector<int> &rhs){

            if (lhs[0] == rhs[0]) return lhs[1] < rhs[1];

            else return lhs[0] > rhs[0];

        }

sort(people.begin(), people.end(), cmp);

        vector<vector<int>> res;

        res.reserve(people.size());

        for (const auto &v : people) {

            res.insert(res.begin()+v[1], v);

        }

        return res;

    }

};

### 407. Trapping Rain Water II★★

Hard

Given an m x n matrix of positive integers representing the height of each unit cell in a 2D elevation map, compute the volume of water it is able to trap after raining.

**Note:**

Both *m* and *n* are less than 110. The height of each unit cell is greater than 0 and is less than 20,000.

**Example:**

Given the following 3x6 height map:

[

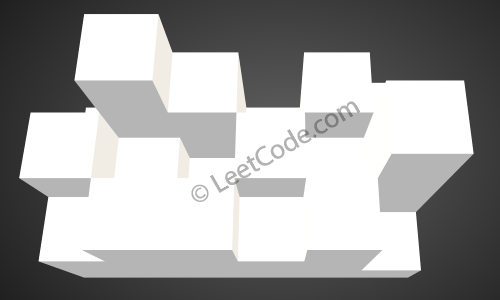
[1,4,3,1,3,2],

[3,2,1,3,2,4],

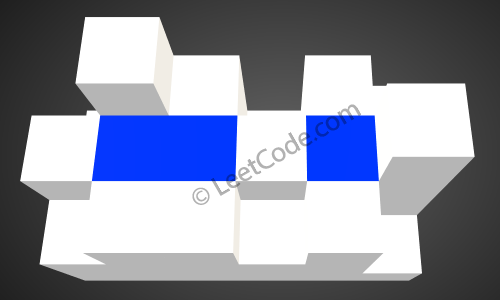
[2,3,3,2,3,1]

]

Return 4.



The above image represents the elevation map [[1,4,3,1,3,2],[3,2,1,3,2,4],[2,3,3,2,3,1]] before the rain.



After the rain, water is trapped between the blocks. The total volume of water trapped is 4.

class Solution {

public:

    int trapRainWater(vector<vector<int>>& H) {

        int n = H.size(), m = H[0].size();

        priority\_queue<node> pq;

        for (int i = 0; i < n; i++) {

            if (i == 0 || i == n-1) {

                for (int j = 0; j < m; j++)  {

                    pq.push({i, j, H[i][j]});

                    H[i][j] = -1;

                }

            } else {

                pq.emplace(i, 0, H[i][0]);

                pq.emplace(i, m-1,H[i][m-1]);

                H[i][0] = H[i][m-1] = -1;

            }

        }

        int res = 0, MIN\_height = INT\_MIN;

        while (!pq.empty()) {

            node t = pq.top();

            pq.pop();

            MIN\_height = max(MIN\_height, t.value);

            for (int k = 0; k < 4; k++) {

                int xx = t.x+dx[k], yy = t.y+dy[k];

                if (xx >= 0 && yy >= 0 && xx < n && yy < m

&& H[xx][yy] >= 0) {

                    if (H[xx][yy] < MIN\_height)

res += MIN\_height-H[xx][yy];

                    pq.emplace(xx, yy, H[xx][yy]);

                    H[xx][yy] = -1;

                }

            }

        }

        return res;

    }

private:

    const int dx[4] = {0,0,1,-1}, dy[4] = {-1,1,0,0};

    struct node{

        int x, y, value;

        node(int x, int y, int v) : x(x), y(y), value(v){}

        bool operator < (const node &rhs) const {

            return value > rhs.value;

        }

    };

};

### [408. Valid Word Abbreviation](https://leetcode-cn.com/problems/valid-word-abbreviation/)

Given a **non-empty** string s and an abbreviation abbr, return whether the string matches with the given abbreviation.

A string such as "word" contains only the following valid abbreviations:

["word", "1ord", "w1rd", "wo1d", "wor1", "2rd", "w2d", "wo2", "1o1d", "1or1", "w1r1", "1o2", "2r1", "3d", "w3", "4"]

Notice that only the above abbreviations are valid abbreviations of the string "word". Any other string is not a valid abbreviation of "word".

**Note:**  
Assume s contains only lowercase letters and abbr contains only lowercase letters and digits.

**Example 1:**

Given **s** = "internationalization", **abbr** = "i12iz4n":

Return true.

**Example 2:**

Given **s** = "apple", **abbr** = "a2e":

Return false.

class Solution {

public:

    bool validWordAbbreviation(string word, string abbr) {

        if (abbr.empty()) return false;

        size\_t i = 0, n = abbr.size(), j = 0, m = word.size();

        vector<string> v;

        string num = "";

        while (i < n) {

            if (isdigit(abbr[i])) {

                if (num.empty() && abbr[i] == '0') return false;

                num += abbr[i++];

            }

            else {

                if (!num.empty()) v.push\_back(num);

                num = "";

                v.push\_back(string(1, abbr[i++]));

            }

        }

        if (!num.empty()) v.push\_back(num);

        for (auto &s : v) {

            if (j >= m) return false;

            if (isalpha(s[0])) {

                if (s[0] != word[j++]) return false;

            }

            else j += stoi(s);

        }

        return j == m;

    }

};

### 409. Longest Palindrome

Easy

Given a string which consists of lowercase or uppercase letters, find the length of the longest palindromes that can be built with those letters.

This is case sensitive, for example "Aa" is not considered a palindrome here.

**Note:**  
Assume the length of given string will not exceed 1,010.

**Example:**

Input:

"abccccdd"

Output:

7

Explanation:

One longest palindrome that can be built is "dccaccd", whose length is 7.

class Solution **{**

public**:**

int longestPalindrome**(**string s**)** **{**

unordered\_map**<**char**,** int**>** m**;**

**for** **(**auto c **:** s**)** m**[**c**]++;**

int res **=** 0**;**

**for** **(**auto pci **:** m**)** **{**

res **+=** pci**.**second**/**2**\***2**;**

**if** **(**res **%** 2 **==** 0 **&&** pci**.**second **%** 2 **==** 1**)** res**++;**

**}**

**return** res**;**

**}**

**};**

### 410. Split Array Largest Sum

Hard

Given an array which consists of non-negative integers and an integer *m*, you can split the array into *m* non-empty continuous subarrays. Write an algorithm to minimize the largest sum among these *m* subarrays.

**Note:**  
If *n* is the length of array, assume the following constraints are satisfied:

* 1 ≤ *n* ≤ 1000
* 1 ≤ *m* ≤ min(50, *n*)

**Examples:**

Input:

**nums** = [7,2,5,10,8]

**m** = 2

Output:

18

Explanation:

There are four ways to split **nums** into two subarrays.

The best way is to split it into **[7,2,5]** and **[10,8]**,

where the largest sum among the two subarrays is only 18.

class Solution {

public:

    using ll = long long;

    int splitArray(vector<int>& nums, int m) {

        ll left = \*max\_element(nums.begin(), nums.end());

        ll right = accumulate(nums.begin(), nums.end(), (ll)0);

        while (left < right) {

            auto mid = left + (right - left) / 2;

            if (judge(nums, m - 1, mid)) right = mid;

            else left = mid + 1;

        }

        return left;

    }

private:

    bool judge(const vector<int>& nums, int cnt, ll max) {

        ll sum = 0;

        for (auto i : nums) {

            if (sum + i <= max) sum += i;

            else {

                sum = i;

                if (--cnt < 0) return false;

            }

        }

        return true;

    }

};

### [411. Minimum Unique Word Abbreviation](https://leetcode-cn.com/problems/minimum-unique-word-abbreviation/)★★

A string such as "word" contains the following abbreviations:

["word", "1ord", "w1rd", "wo1d", "wor1", "2rd", "w2d", "wo2", "1o1d", "1or1", "w1r1", "1o2", "2r1", "3d", "w3", "4"]

Given a target string and a set of strings in a dictionary, find an abbreviation of this target string with the ***smallest possible*** length such that it does not conflict with abbreviations of the strings in the dictionary.

Each **number** or letter in the abbreviation is considered length = 1. For example, the abbreviation "a32bc" has length = 4.

**Examples:**

"apple", ["blade"] -> "a4" (because "5" or "4e" conflicts with "blade")

"apple", ["plain", "amber", "blade"] -> "1p3" (other valid answers include "ap3", "a3e", "2p2", "3le", "3l1").

**Constraints:**

* In the case of multiple answers as shown in the second example below, you may return any one of them.
* Assume length of target string = **m**, and dictionary size = **n**. You may assume that **m ≤ 21**, **n ≤ 1000**, and **log2(n) + m ≤ 20**.

class Solution {

public:

   string minAbbreviation(string target, vector<string>& dictionary) {

        int n = target.size(), bound = 1 << n;

        unordered\_set<int> dict;

        for (const auto &s : dictionary) if (s.size() == n) {

            int bits = 0, cur = bound >> 1;

            for (int i = 0; i < s.size(); i++) {

                if (s[i] != target[i]) bits |= cur;

                cur >>= 1;

            }

            dict.emplace(bits);

        }

        if (dict.empty()) return to\_string(target.size());

        int minSize = n, minMask = bound-1;

        auto len = [&](int mask) {

            int cnt = 0, res = 0, temp = n;

            while (temp--) {

                if (mask&1) {

                    if (cnt) ++res;

                    ++res;

                    cnt = 0;

                }

                else ++cnt;

                mask >>= 1;

            }

            return res + (cnt ? 1 : 0);

        };

        for (int mask = 1; mask < bound; mask++) {

            int sz = len(mask);

            if (sz >= minSize) continue;

            bool ok = true;

            for (auto i : dict) {

                if (!(i&mask)) {

                    ok = false;

                    break;

                }

            }

            if (!ok) continue;

            minSize = sz;  minMask = mask;

        }

        ostringstream oss;

        int cur = bound>>1, cnt = 0;

        for (int i = 0; i < n; i++) {

            if (minMask&cur) {

                if (cnt) oss << cnt;

                oss << target[i];

                cnt = 0;

            }

            else ++cnt;

            cur >>= 1;

        }

        if (cnt) oss << cnt;

        return oss.str();

    }

};

### 412. Fizz Buzz

Easy

Write a program that outputs the string representation of numbers from 1 to *n*.

But for multiples of three it should output “Fizz” instead of the number and for the multiples of five output “Buzz”. For numbers which are multiples of both three and five output “FizzBuzz”.

**Example:**

n = 15,

Return:

[

"1",

"2",

"Fizz",

"4",

"Buzz",

"Fizz",

"7",

"8",

"Fizz",

"Buzz",

"11",

"Fizz",

"13",

"14",

"FizzBuzz"

]

class Solution **{**

public**:**

vector**<**string**>** fizzBuzz**(**int n**)** **{**

vector**<**string**>** res**;**

**for** **(**int i **=** 1**;** i **<=** n**;** i**++)** **{**

**if** **(**i **%** 3 **!=** 0 **&&** i **%** 5 **!=** 0**)** **{**

res**.**push\_back**(**to\_string**(**i**));**

**}** **else** **if** **(**i **%** 3 **!=** 0**)** **{**

res**.**push\_back**(**"Buzz"**);**

**}** **else** **if** **(**i **%** 5 **!=** 0**)** **{**

res**.**push\_back**(**"Fizz"**);**

**}** **else** **{**

res**.**push\_back**(**"FizzBuzz"**);**

**}**

**}**

**return** res**;**

**}**

**};**

### 413. Arithmetic Slices

Medium

A sequence of number is called arithmetic if it consists of at least three elements and if the difference between any two consecutive elements is the same.

For example, these are arithmetic sequence:

1, 3, 5, 7, 9

7, 7, 7, 7

3, -1, -5, -9

The following sequence is not arithmetic.

1, 1, 2, 5, 7

A zero-indexed array A consisting of N numbers is given. A slice of that array is any pair of integers (P, Q) such that 0 <= P < Q < N.

A slice (P, Q) of array A is called arithmetic if the sequence:  
A[P], A[p + 1], ..., A[Q - 1], A[Q] is arithmetic. In particular, this means that P + 1 < Q.

The function should return the number of arithmetic slices in the array A.

**Example:**

A = [1, 2, 3, 4]

return: 3, for 3 arithmetic slices in A: [1, 2, 3], [2, 3, 4] and [1, 2, 3, 4] itself.

class Solution **{**

public**:**

int numberOfArithmeticSlices**(**vector**<**int**>&** A**)** **{**

**if** **(**A**.**size**()** **<** 3**)** **return** 0**;**

int cnt **=** 0**,** res **=** 0**;**

**for(**int i **=** 2**;** i **<** A**.**size**();** i**++)** **{**

**if** **(**A**[**i**-**1**]** **-** A**[**i**-**2**]** **==** A**[**i**]** **-** A**[**i**-**1**])** res **+=** **++**cnt**;**

**else** cnt **=** 0**;**

**}**

**return** res**;**

**}**

**};**

### 414. Third Maximum Number

Easy

Given a **non-empty** array of integers, return the **third** maximum number in this array. If it does not exist, return the maximum number. The time complexity must be in O(n).

**Example 1:**

**Input:** [3, 2, 1]

**Output:** 1

**Explanation:** The third maximum is 1.

**Example 2:**

**Input:** [1, 2]

**Output:** 2

**Explanation:** The third maximum does not exist, so the maximum (2) is returned instead.

**Example 3:**

**Input:** [2, 2, 3, 1]

**Output:** 1

**Explanation:** Note that the third maximum here means the third maximum distinct number.

Both numbers with value 2 are both considered as second maximum.

class Solution **{**

public**:**

int thirdMax**(**vector**<**int**>&** nums**)** **{**

long long a**,** b**,** c**;**

a **=** b **=** c **=** LLONG\_MIN**;**

**for** **(**auto num **:** nums**)** **{**

**if** **(**num **<=** c **||** num **==** b **||** num **==** a**)** **continue;**

c **=** num**;**

**if** **(**c **>** b**)** swap**(**b**,** c**);**

**if** **(**b **>** a**)** swap**(**a**,** b**);**

**}**

**return** c **==** LLONG\_MIN **?** a **:** c**;**

**}**

**};**

### 415. Add Strings

Easy

Given two non-negative integers num1 and num2 represented as string, return the sum of num1 and num2.

**Note:**

1. The length of both num1 and num2 is < 5100.
2. Both num1 and num2 contains only digits 0-9.
3. Both num1 and num2 does not contain any leading zero.
4. You **must not use any built-in BigInteger library** or **convert the inputs to integer** directly.

class Solution **{**

public**:**

string addStrings**(**string num1**,** string num2**)** **{**

reverse**(**num1**.**begin**(),** num1**.**end**());**

reverse**(**num2**.**begin**(),** num2**.**end**());**

string res**;**

int carry **=** 0**,** n **=** num1**.**length**(),** m **=** num2**.**length**();**

int i **=** 0**,** j **=** 0**;**

**while** **(**i **<** n **||** j **<** m**)** **{**

carry **+=** i **<** n **?** num1**[**i**++]-**'0' **:** 0**;**

carry **+=** j **<** m **?** num2**[**j**++]-**'0' **:** 0**;**

res **+=** carry **%** 10 **+** '0'**;**

carry **/=** 10**;**

**}**

**if** **(**carry**)** res **+=** '1'**;**

reverse**(**res**.**begin**(),** res**.**end**());**

**return** res**;**

**}**

**};**

### 416. Partition Equal Subset Sum★★

Medium

Given a **non-empty** array containing **only positive integers**, find if the array can be partitioned into two subsets such that the sum of elements in both subsets is equal.

**Note:**

1. Each of the array element will not exceed 100.
2. The array size will not exceed 200.

**Example 1:**

Input: [1, 5, 11, 5]

Output: true

Explanation: The array can be partitioned as [1, 5, 5] and [11].

**Example 2:**

Input: [1, 2, 3, 5]

Output: false

Explanation: The array cannot be partitioned into equal sum subsets.

class Solution {

public:

    bool canPartition(vector<int>& nums) {

        int sum = accumulate(nums.begin(), nums.end(), 0);

        if (sum % 2 != 0) return false;

        int V = sum/2, n = nums.size();

        vector<bool> dp(V+1, false);

        dp[0] = true;

        for (int i = 0; i < n; i++) {

            for (int j = V; j >= 0; j--) {

                if (j < nums[i]) break;

                dp[j] = dp[j] || dp[j-nums[i]];

            }

            if (dp[V]) return true;

        }

        return false;

    }

};

class Solution **{**

public**:**

bool canPartition**(**vector**<**int**>&** nums**)** **{**

bitset**<**100**\***200**/**2**+**1**>** bits**(**1**);**

int sum **=** accumulate**(**nums**.**begin**(),** nums**.**end**(),** 0**);**

**if** **(**sum **%** 2 **!=** 0**)** **return** **false;**

**for** **(**auto n **:** nums**)** bits **|=** bits **<<** n**;**

**return** bits**[**sum **>>** 1**];**

**}**

**};**

### 417. Pacific Atlantic Water Flow

Medium

Given an m x n matrix of non-negative integers representing the height of each unit cell in a continent, the "Pacific ocean" touches the left and top edges of the matrix and the "Atlantic ocean" touches the right and bottom edges.

Water can only flow in four directions (up, down, left, or right) from a cell to another one with height equal or lower.

Find the list of grid coordinates where water can flow to both the Pacific and Atlantic ocean.

**Note:**

1. The order of returned grid coordinates does not matter.
2. Both *m* and *n* are less than 150.

**Example:**

Given the following 5x5 matrix:

Pacific ~ ~ ~ ~ ~

~ 1 2 2 3 (5) \*

~ 3 2 3 (4) (4) \*

~ 2 4 (5) 3 1 \*

~ (6) (7) 1 4 5 \*

~ (5) 1 1 2 4 \*

\* \* \* \* \* Atlantic

Return:

[[0, 4], [1, 3], [1, 4], [2, 2], [3, 0], [3, 1], [4, 0]] (positions with parentheses in above matrix).

class Solution **{**

public**:**

vector**<**vector**<**int**>>** pacificAtlantic**(**vector**<**vector**<**int**>>&**matrix**)** **{**

**if** **(**matrix**.**empty**())** **return** **{};**

n **=** matrix**.**size**(),** m **=** matrix**[**0**].**size**();**

buffer**.**resize**(**n**,** vector**<**int**>** **(**m**,** 0**));**

visit**.**resize**(**n**,** vector**<**bool**>** **(**m**,** **false));**

**for** **(**int j **=** 0**;** j **<** m**;** **++**j**)** dfs**(**0**,** j**,** matrix**);**

**for** **(**int i **=** 1**;** i **<** n**;** **++**i**)** dfs**(**i**,** 0**,** matrix**);**

visit **=** vector**<**vector**<**bool**>>(**n**,** vector**<**bool**>** **(**m**,** **false));**

**for** **(**int j **=** 0**;** j **<** m**;** **++**j**)** dfs**(**n**-**1**,** j**,** matrix**);**

**for** **(**int i **=** 0**;** i **<** n**-**1**;** **++**i**)** dfs**(**i**,** m**-**1**,** matrix**);**

**return** res**;**

**}**

private**:**

int n**,** m**;**

vector**<**vector**<**int**>>** res**,** buffer**;**

vector**<**vector**<**bool**>>** visit**;**

const vector**<**int**>** dx**{**0**,**0**,**1**,-**1**};**

const vector**<**int**>** dy**{-**1**,**1**,**0**,**0**};**

void dfs**(**int i**,** int j**,** vector**<**vector**<**int**>>&** matrix**)** **{**

**if** **(**visit**[**i**][**j**])** **return;**

visit**[**i**][**j**]** **=** **true;**

**if** **(++**buffer**[**i**][**j**]** **==** 2**){**

res**.**push\_back**({**i**,** j**});**

**}**

**for** **(**int k **=** 0**;** k **<** 4**;** **++**k**)** **{**

int x **=** i **+** dx**[**k**],** y **=** j **+** dy**[**k**];**

**if** **(**x **<** 0 **||** y **<** 0 **||** x **>=** n **||** y **>=** m**)** **continue;**

**if** **(!**visit**[**x**][**y**]** **&&** matrix**[**x**][**y**]** **>=** matrix**[**i**][**j**])** **{**

dfs**(**x**,** y**,** matrix**);**

**}**

**}**

**}**

**};**

### [418. Sentence Screen Fitting](https://leetcode-cn.com/problems/sentence-screen-fitting/)★★

Given a rows x cols screen and a sentence represented by a list of **non-empty** words, find **how many times** the given sentence can be fitted on the screen.

**Note:**

1. A word cannot be split into two lines.
2. The order of words in the sentence must remain unchanged.
3. Two consecutive words **in a line** must be separated by a single space.
4. Total words in the sentence won't exceed 100.
5. Length of each word is greater than 0 and won't exceed 10.
6. 1 ≤ rows, cols ≤ 20,000.

**Example 1:**

**Input:**

rows = 2, cols = 8, sentence = ["hello", "world"]

**Output:**

1

**Explanation:**

hello---

world---

The character '-' signifies an empty space on the screen.

**Example 2:**

**Input:**

rows = 3, cols = 6, sentence = ["a", "bcd", "e"]

**Output:**

2

**Explanation:**

a-bcd-

e-a---

bcd-e-

The character '-' signifies an empty space on the screen.

**Example 3:**

**Input:**

rows = 4, cols = 5, sentence = ["I", "had", "apple", "pie"]

**Output:**

1

**Explanation:**

I-had

apple

pie-I

had--

The character '-' signifies an empty space on the screen.

class Solution {

public:

    int wordsTyping(vector<string>& sentence, int rows, int cols) {

        int n = sentence.size();

        // 从第 i 个词开始 这一行能放下几遍句子

        vector<int> dp(n, 0);

        // 从第 i 个词开始 放下dp[i]遍句子后 变为第几个词

        vector<int> next(n, 0);

        for (int i = 0; i < n; ++i) {

            int cnt = 0, j = i, cur = cols;

            while (cur >= (int)sentence[j].size()) {

                cur -= sentence[j].size() + 1;

                if (++j == sentence.size()) {

                    ++cnt;

                    j = 0;

                }

            }

            dp[i] = cnt;

            next[i] = j;

        }

        int res = 0, cur = 0;

        for (int i = 0; i < rows; ++i) {

            res += dp[cur];

            cur = next[cur];

        }

        return res;

    }

};

### 419. Battleships in a Board

Medium

Given an 2D board, count how many battleships are in it. The battleships are represented with 'X's, empty slots are represented with '.'s. You may assume the following rules:

* You receive a valid board, made of only battleships or empty slots.
* Battleships can only be placed horizontally or vertically. In other words, they can only be made of the shape 1xN (1 row, N columns) or Nx1 (N rows, 1 column), where N can be of any size.
* At least one horizontal or vertical cell separates between two battleships - there are no adjacent battleships.

**Example:**

X..X

...X

...X

In the above board there are 2 battleships.

**Invalid Example:**

...X

XXXX

...X

This is an invalid board that you will not receive - as battleships will always have a cell separating between them.

**Follow up:**  
Could you do it in **one-pass**, using only **O(1) extra memory** and **without modifying** the value of the board?

class Solution **{**

public**:**

int countBattleships**(**vector**<**vector**<**char**>>&** board**)** **{**

int n **=** board**.**size**(),** m **=** board**[**0**].**size**();**

int res **=** 0**;**

**for** **(**int i **=** 0**;** i **<** n**;** i**++)** **{**

**for** **(**int j **=** 0**;** j **<** m**;** j**++)** **{**

**if** **(**board**[**i**][**j**]** **==** 'X'**)** **{**

res**++;**

**if** **(**j **!=** 0 **&&** board**[**i**][**j**-**1**]** **==** 'X'**)** res**--;**

**if** **(**i **!=** 0 **&&** board**[**i**-**1**][**j**]** **==** 'X'**)** res**--;**

**}**

**}**

**}**

**return** res**;**

**}**

**};**

### 420. Strong Password Checker

Hard

A password is considered strong if below conditions are all met:

1. It has at least 6 characters and at most 20 characters.
2. It must contain at least one lowercase letter, at least one uppercase letter, and at least one digit.
3. It must NOT contain three repeating characters in a row ("...aaa..." is weak, but "...aa...a..." is strong, assuming other conditions are met).

Write a function strongPasswordChecker(s), that takes a string s as input, and return the **MINIMUM** change required to make s a strong password. If s is already strong, return 0.

Insertion, deletion or replace of any one character are all considered as one change.

### 421. Maximum XOR of Two Numbers in an Array★★

Medium

Given a **non-empty** array of numbers, a0, a1, a2, … , an-1, where 0 ≤ ai < 231.

Find the maximum result of ai XOR aj, where 0 ≤ *i*, *j* < *n*.

Could you do this in O(*n*) runtime?

**Example:**

**Input:** [3, 10, 5, 25, 2, 8]

**Output:** 28

**Explanation:** The maximum result is **5** ^ **25** = 28.

class Solution {

public:

    int findMaximumXOR(vector<int>& nums) {

        TrieNode \*Trie = new TrieNode(-1);

        for (auto &i : nums) Trie->insert(i);

        int res = 0;

        for (auto &i : nums) {

            res = max(res, Trie->search(i));

        }

        return res;

    }

    class TrieNode{

    public:

        TrieNode(int v) : left(nullptr), right(nullptr), val(v) {}

        void insert(int i) {

            TrieNode \*p = this;

            for (int k = 31; k >= 0; --k) {

                if (i & (1 << k)) {

                    if (!p->left) p->left = new TrieNode(1);

                    p = p->left;

                } else {

                    if (!p->right) p->right = new TrieNode(0);

                    p = p->right;

                }

            }

        }

        int search(int i) {

            TrieNode \*p = this;

            int sum = 0;

            for(int k = 31; k >= 0; k--){

                int tmp = i & (1 << k);

                if (p->left && p->right){

                    p = tmp ? p->right : p->left;

                }

                else p = p->left ? p->left : p->right;

                sum += tmp ^ (p->val << k);

            }

            return sum;

        }

    private:

        int val;

        TrieNode \*left, \*right;

    };

};

### [422. Valid Word Square](https://leetcode-cn.com/problems/valid-word-square/)

Given a sequence of words, check whether it forms a valid word square.

A sequence of words forms a valid word square if the *k*th row and column read the exact same string, where 0 ≤ *k* < max(numRows, numColumns).

**Note:**

1. The number of words given is at least 1 and does not exceed 500.
2. Word length will be at least 1 and does not exceed 500.
3. Each word contains only lowercase English alphabet a-z.

**Example 1:**

**Input:**

["abcd",

"bnrt",

"crmy",

"dtye"]

**Output:** true

**Explanation:**

The first row and first column both read "abcd".

The second row and second column both read "bnrt".

The third row and third column both read "crmy".

The fourth row and fourth column both read "dtye".

Therefore, it is a valid word square.

**Example 2:**

**Input:**

["abcd",

"bnrt",

"crm",

"dt"]

**Output:** true

**Explanation:**

The first row and first column both read "abcd".

The second row and second column both read "bnrt".

The third row and third column both read "crm".

The fourth row and fourth column both read "dt".

Therefore, it is a valid word square.

**Example 3:**

**Input:**

["ball",

"area",

"read",

"lady]

**Output:** false

**Explanation:**

The third row reads "read" while the third column reads "lead".

Therefore, it is **NOT** a valid word square.

class Solution {

public:

    bool validWordSquare(vector<string>& words) {

        int n = words.size();

        for (int i = 0; i < n; ++i) {

            int m = words[i].size();

            for (int j = 0; j < m; ++j) {

                if (j >= n || i >= words[j].size()

|| words[i][j] != words[j][i]) {

                    return false;

                }

            }

        }

        return true;

    }

};

### 423. Reconstruct Original Digits from English

Medium

Given a **non-empty** string containing an out-of-order English representation of digits 0-9, output the digits in ascending order.

**Note:**

1. Input contains only lowercase English letters.
2. Input is guaranteed to be valid and can be transformed to its original digits. That means invalid inputs such as "abc" or "zerone" are not permitted.
3. Input length is less than 50,000.

**Example 1:**

Input: "owoztneoer"

Output: "012"

**Example 2:**

Input: "fviefuro"

Output: "45"

class Solution **{**

public**:**

string originalDigits**(**string s**)** **{**

string res**;**

chars**.**resize**(**26**,** 0**);**

**for** **(**auto **&**i **:** s**)** chars**[**i**-**'a'**]++;**

**for** **(**auto **&**pci **:** vect**)** **{**

f**(**pci**.**first**,** pci**.**second**,** res**);**

**}**

sort**(**res**.**begin**(),** res**.**end**());**

**return** res**;**

**}**

private**:**

vector**<**int**>** chars**;**

vector**<**string**>** nums**{**"zero"**,** "one"**,** "two"**,** "three"**,** "four"**,**

"five"**,** "six"**,** "seven"**,** "eight"**,** "nine"**};**

vector**<**pair**<**char**,** int**>>** vect**{{**'z'**,** 0**},** **{**'w'**,** 2**},** **{**'u'**,** 4**},**

**{**'x'**,** 6**},** **{**'r'**,** 3**},** **{**'f'**,** 5**},**

**{**'s'**,** 7**},** **{**'h'**,** 8**},** **{**'o'**,** 1**},** **{**'i'**,** 9**}};**

void f**(**char c**,** int number**,** string **&**res**)** **{**

int cnt **=** chars**[**c**-**'a'**];**

**for** **(**auto **&**i **:** nums**[**number**])** chars**[**i**-**'a'**]** **-=** cnt**;**

res **+=** string**(**cnt**,** '0'**+**number**);**

**}**

**};**

### 424. Longest Repeating Character Replacement★★

Medium

Given a string s that consists of only uppercase English letters, you can perform at most k operations on that string.

In one operation, you can choose **any** character of the string and change it to any other uppercase English character.

Find the length of the longest sub-string containing all repeating letters you can get after performing the above operations.

**Note:**  
Both the string's length and *k* will not exceed 104.

**Example 1:**

**Input:**

s = "ABAB", k = 2

**Output:**

4

**Explanation:**

Replace the two 'A's with two 'B's or vice versa.

**Example 2:**

**Input:**

s = "AABABBA", k = 1

**Output:**

4

**Explanation:**

Replace the one 'A' in the middle with 'B' and form "AABBBBA".

The substring "BBBB" has the longest repeating letters, which is 4.

class Solution {

public:

    int characterReplacement(string s, int k) {

        int n = s.size(), ret = 0;

        vector<int> cnt(26, 0);

        int start = 0, end = 0, localMaxFreq = 0;

        for(; end < n; end++) {

            localMaxFreq = max(localMaxFreq, ++cnt[s[end]-'A']);

            if ((end-start+1) - localMaxFreq > k) {

                --cnt[s[start++]-'A'];

                localMaxFreq = \*max\_element(cnt.begin(), cnt.end());

            }

            else ret = max(ret, end-start+1);

        }

        return ret;

    }

};

### [425. Word Squares](https://leetcode-cn.com/problems/word-squares/)

Given a set of words **(without duplicates)**, find all [word squares](https://en.wikipedia.org/wiki/Word_square) you can build from them.

A sequence of words forms a valid word square if the *k*th row and column read the exact same string, where 0 ≤ *k* < max(numRows, numColumns).

For example, the word sequence ["ball","area","lead","lady"] forms a word square because each word reads the same both horizontally and vertically.

b a l l

a r e a

l e a d

l a d y

**Note:**

1. There are at least 1 and at most 1000 words.
2. All words will have the exact same length.
3. Word length is at least 1 and at most 5.
4. Each word contains only lowercase English alphabet a-z.

**Example 1:**

**Input:**

["area","lead","wall","lady","ball"]

**Output:**

[ [ "wall",

"area",

"lead",

"lady"],

[ "ball",

"area",

"lead",

"lady"]]

**Explanation:**

The output consists of two word squares. The order of output does not matter (just the order of words in each word square matters).

**Example 2:**

**Input:**

["abat","baba","atan","atal"]

**Output:**

[ [ "baba",

"abat",

"baba",

"atan"],

[ "baba",

"abat",

"baba",

"atal"]]

**Explanation:**

The output consists of two word squares. The order of output does not matter (just the order of words in each word square matters).

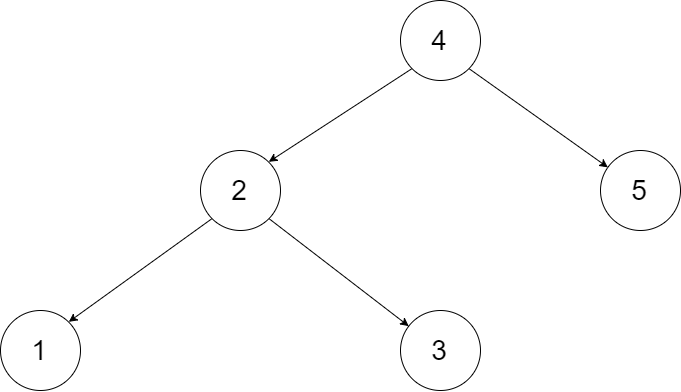
### [426. Convert Binary Search Tree to Sorted Doubly Linked List](https://leetcode-cn.com/problems/convert-binary-search-tree-to-sorted-doubly-linked-list/)

Convert a **Binary Search Tree** to a sorted **Circular Doubly-Linked List** in place.

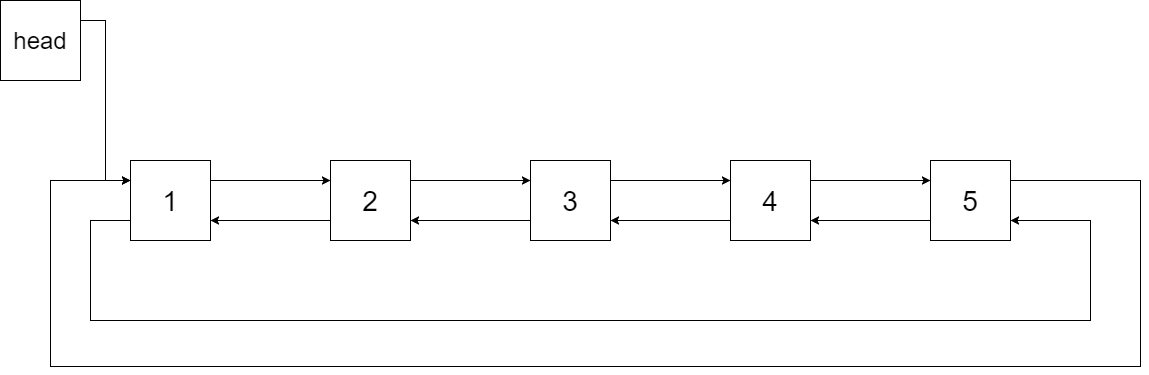
You can think of the left and right pointers as synonymous to the predecessor and successor pointers in a doubly-linked list. For a circular doubly linked list, the predecessor of the first element is the last element, and the successor of the last element is the first element.

We want to do the transformation **in place**. After the transformation, the left pointer of the tree node should point to its predecessor, and the right pointer should point to its successor. You should return the pointer to the smallest element of the linked list.

**Example 1:**

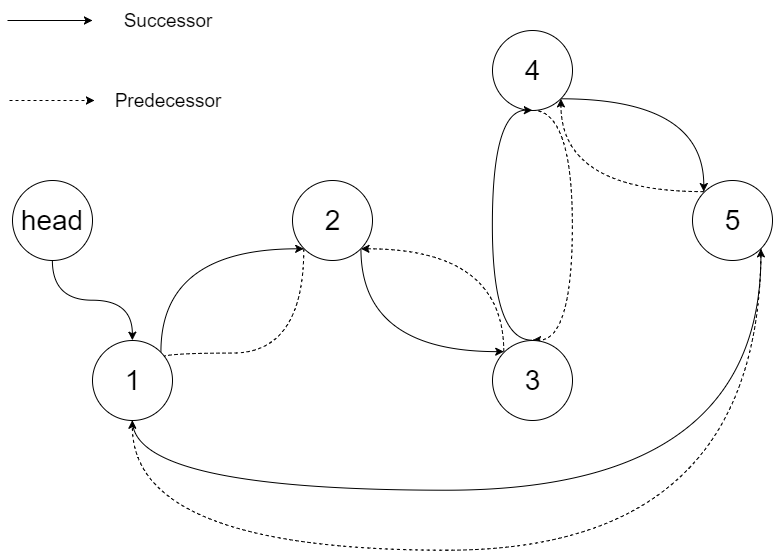


**Input:** root = [4,2,5,1,3]



**Output:** [1,2,3,4,5]

**Explanation:** The figure below shows the transformed BST. The solid line indicates the successor relationship, while the dashed line means the predecessor relationship.



**Example 2:**

**Input:** root = [2,1,3]

**Output:** [1,2,3]

**Example 3:**

**Input:** root = []

**Output:** []

**Explanation:** Input is an empty tree. Output is also an empty Linked List.

**Example 4:**

**Input:** root = [1]

**Output:** [1]

**Constraints:**

* -1000 <= Node.val <= 1000
* Node.left.val < Node.val < Node.right.val
* All values of Node.val are unique.
* 0 <= Number of Nodes <= 2000

/\*

// Definition for a Node.

class Node {

public:

    int val;

    Node\* left;

    Node\* right;

    Node() {}

    Node(int \_val) {

        val = \_val;

        left = NULL;

        right = NULL;

    }

    Node(int \_val, Node\* \_left, Node\* \_right) {

        val = \_val;

        left = \_left;

        right = \_right;

    }

};

\*/

class Solution {

public:

    Node\* treeToDoublyList(Node\* root) {

        if (!root) return nullptr;

        auto p = f(root);

        LinkTwoNode(p.second, p.first);

        return p.first;

    }

private:

    pair<Node\*, Node\*> f(Node \*p) {

        if (!p) return {nullptr, nullptr};

        auto left = f(p->left), right = f(p->right);

        if (left.first) LinkTwoNode(left.second, p);

        else left.first = p;

        if (right.second) LinkTwoNode(p, right.first);

        else right.second = p;

        return {left.first, right.second};

    }

    void LinkTwoNode(Node \*a, Node \*b) {

        a->right = b;

        b->left = a;

    }

};

### 427. Construct Quad Tree

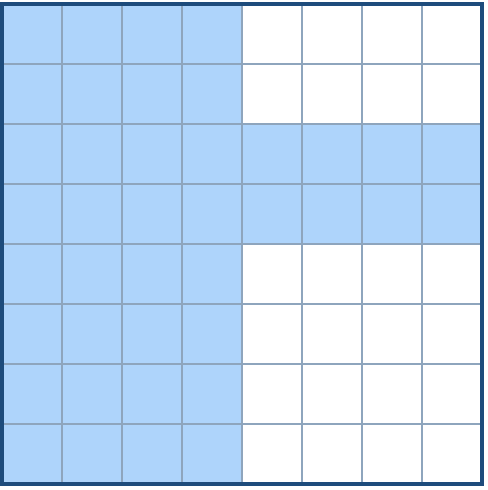
Medium

We want to use quad trees to store an N x N boolean grid. Each cell in the grid can only be true or false. The root node represents the whole grid. For each node, it will be subdivided into four children nodes **until the values in the region it represents are all the same**.

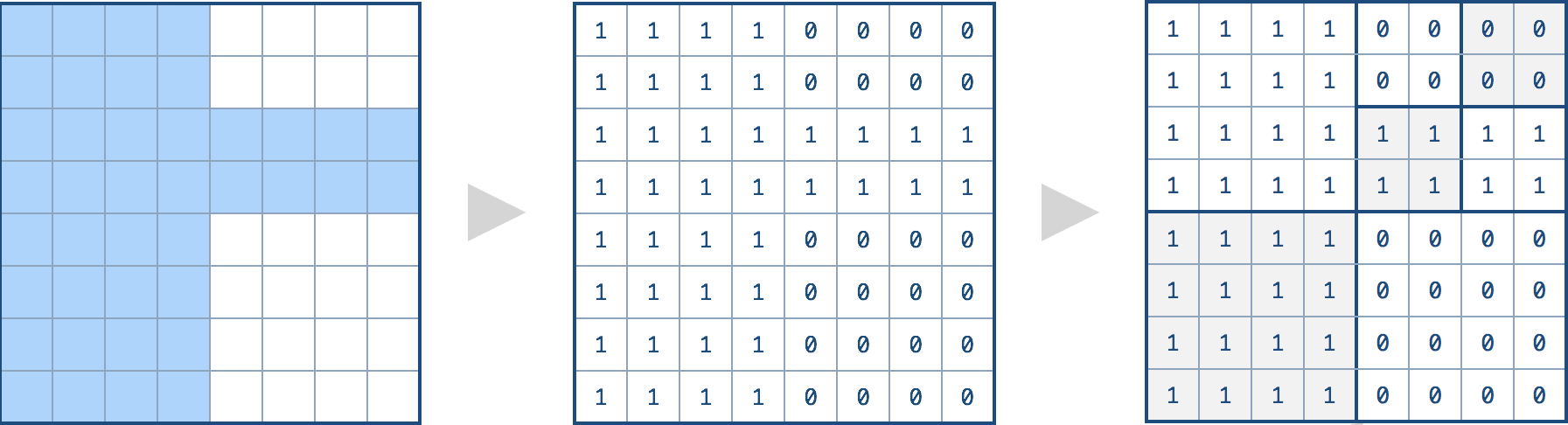
Each node has another two boolean attributes : isLeaf and val. isLeaf is true if and only if the node is a leaf node. The val attribute for a leaf node contains the value of the region it represents.

Your task is to use a quad tree to represent a given grid. The following example may help you understand the problem better:

Given the 8 x 8 grid below, we want to construct the corresponding quad tree:

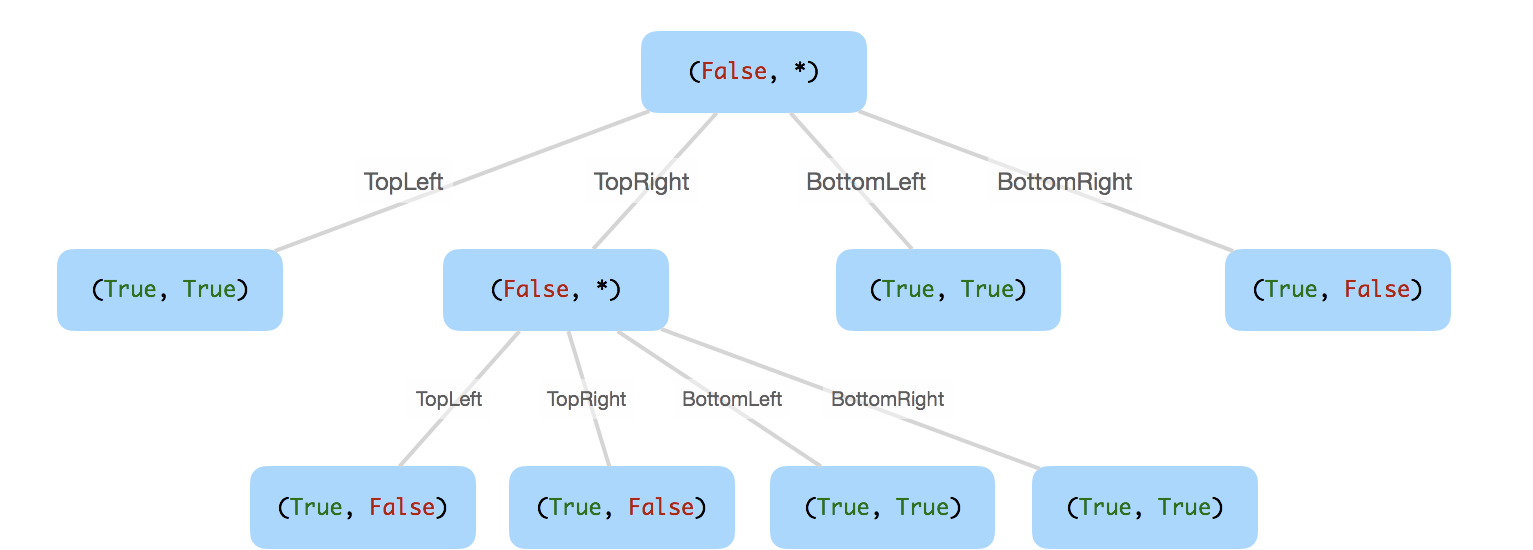


It can be divided according to the definition above:



The corresponding quad tree should be as following, where each node is represented as a (isLeaf, val) pair.

For the non-leaf nodes, val can be arbitrary, so it is represented as \*.



**Note:**

1. N is less than 1000 and guaranteened to be a power of 2.
2. If you want to know more about the quad tree, you can refer to its [wiki](https://en.wikipedia.org/wiki/Quadtree).

class Solution **{**

public**:**

Node**\*** construct**(**vector**<**vector**<**int**>>&** grid**)** **{**

int n **=** grid**.**size**();**

**return** dfs**(**0**,** 0**,** n**,** n**,** grid**);**

**}**

private**:**

Node**\*** dfs**(**int x1**,** int y1**,** int x2**,** int y2**,** vector**<**vector**<**int**>>&** grid**)** **{**

int x\_mid **=** x1 **+** **(**x2**-**x1**)/**2**;**

int y\_mid **=** y1 **+** **(**y2**-**y1**)/**2**;**

int val **=** grid**[**x1**][**y1**];**

**for** **(**int r **=** x1**;** r **<** x2**;** r**++)** **{**

**for** **(**int c **=** y1**;** c **<** y2**;** c**++)** **{**

**if** **(**grid**[**r**][**c**]** **!=** val**)** **{**

**return** **new** Node**(**

**true,** **false,**

dfs**(**x1**,** y1**,** x\_mid**,** y\_mid**,** grid**),**

dfs**(**x1**,** y\_mid**,** x\_mid**,** y2**,** grid**),**

dfs**(**x\_mid**,** y1**,** x2**,** y\_mid**,** grid**),**

dfs**(**x\_mid**,** y\_mid**,** x2**,** y2**,** grid**)**

**);**

**}**

**}**

**}**

**return** **new** Node**(**val **!=** 0**,** **true,** **nullptr,** **nullptr,** **nullptr,** **nullptr);**

**}**

**};**

### [428. Serialize and Deserialize N-ary Tree](https://leetcode-cn.com/problems/serialize-and-deserialize-n-ary-tree/)

Serialization is the process of converting a data structure or object into a sequence of bits so that it can be stored in a file or memory buffer, or transmitted across a network connection link to be reconstructed later in the same or another computer environment.

Design an algorithm to serialize and deserialize an N-ary tree. An N-ary tree is a rooted tree in which each node has no more than N children. There is no restriction on how your serialization/deserialization algorithm should work. You just need to ensure that an N-ary tree can be serialized to a string and this string can be deserialized to the original tree structure.

For example, you may serialize the following 3-ary tree



as [1 [3[5 6] 2 4]]. Note that this is just an example, you do not necessarily need to follow this format.

Or you can follow LeetCode's level order traversal serialization format, where each group of children is separated by the null value.



For example, the above tree may be serialized as [1,null,2,3,4,5,null,null,6,7,null,8,null,9,10,null,null,11,null,12,null,13,null,null,14].

You do not necessarily need to follow the above suggested formats, there are many more different formats that work so please be creative and come up with different approaches yourself.

**Constraints:**

* The height of the n-ary tree is less than or equal to 1000
* The total number of nodes is between [0, 10^4]
* Do not use class member/global/static variables to store states. Your encode and decode algorithms should be stateless.

/\*

// Definition for a Node.

class Node {

public:

    int val;

    vector<Node\*> children;

    Node() {}

    Node(int \_val) {val = \_val; }

    Node(int \_val, vector<Node\*> \_children) {

        val = \_val;

        children = \_children;

    }

};

\*/

class Codec {

public:

    string serialize(Node\* root) {

        if (!root) return "";

        string cur = to\_string(root->val) + "[";

        for (auto &child : root->children){

            cur += serialize(child);

        }

        cur += "]";

        return cur;

    }

    Node\* dfs(stringstream &ss) {

        int cur = 0;

        char c;

        while (ss >> c && c != '[') {

            cur = cur \* 10 + (c - '0');

        }

        Node \*node = new Node(cur);

        while (ss.peek() != ']') {

            node->children.push\_back(dfs(ss));

        }

        ss >> c;

        return node;

    }

    Node\* deserialize(string data) {

        if (data.empty()) return nullptr;

        stringstream ss(data);

        return dfs(ss);

    }

};

### 429. N-ary Tree Level Order Traversal

Easy

Given an n-ary tree, return the level order traversal of its nodes' values. (ie, from left to right, level by level).

For example, given a 3-ary tree:



We should return its level order traversal:

[

[1],

[3,2,4],

[5,6]

]

**Note:**

1. The depth of the tree is at most 1000.
2. The total number of nodes is at most 5000.

/\*

// Definition for a Node.

class Node {

public:

int val;

vector<Node\*> children;

Node() {}

Node(int \_val, vector<Node\*> \_children) {

val = \_val;

children = \_children;

}

};

\*/

class Solution **{**

public**:**

vector**<**vector**<**int**>>** levelOrder**(**Node**\*** root**)** **{**

vector**<**vector**<**int**>>** res**;**

**if** **(**root **==** **nullptr)** **return** res**;**

queue**<**Node**\*>** q**;**

q**.**push**(**root**);**

**while** **(!**q**.**empty**())** **{**

int sz **=** q**.**size**();**

vector**<**int**>** vect**;**

**while** **(**sz**--)** **{**

vect**.**push\_back**(**q**.**front**()->**val**);**

auto **&**child **=** q**.**front**()->**children**;**

q**.**pop**();**

**for** **(**auto **&**i **:** child**)** q**.**push**(**i**);**

**}**

res**.**push\_back**(**vect**);**

**}**

**return** res**;**

**}**

**};**

### 430. Flatten a Multilevel Doubly Linked List

Medium

49185FavoriteShare

You are given a doubly linked list which in addition to the next and previous pointers, it could have a child pointer, which may or may not point to a separate doubly linked list. These child lists may have one or more children of their own, and so on, to produce a multilevel data structure, as shown in the example below.

Flatten the list so that all the nodes appear in a single-level, doubly linked list. You are given the head of the first level of the list.

**Example:**

**Input:**

1---2---3---4---5---6--NULL

|

7---8---9---10--NULL

|

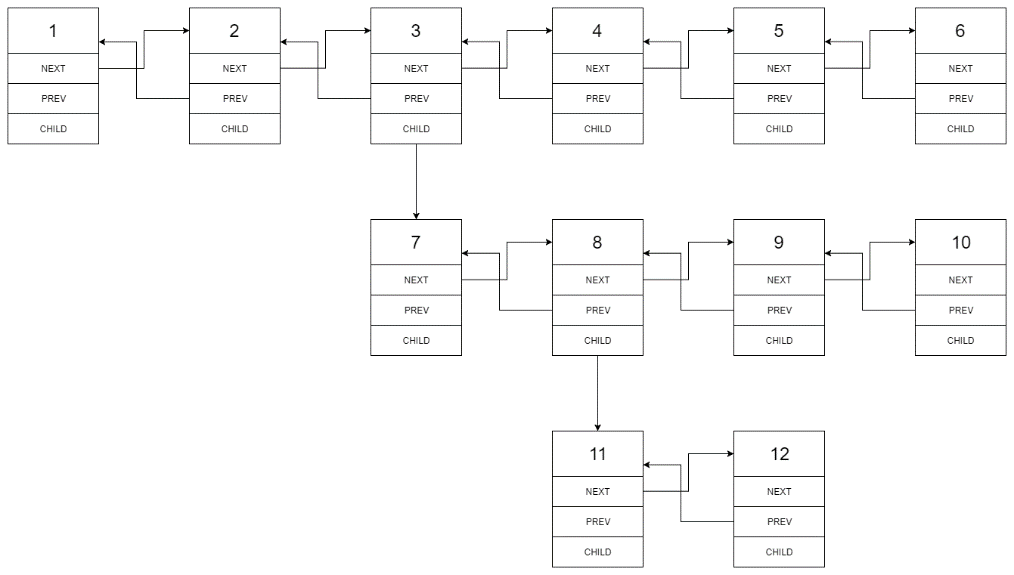
11--12--NULL

**Output:**

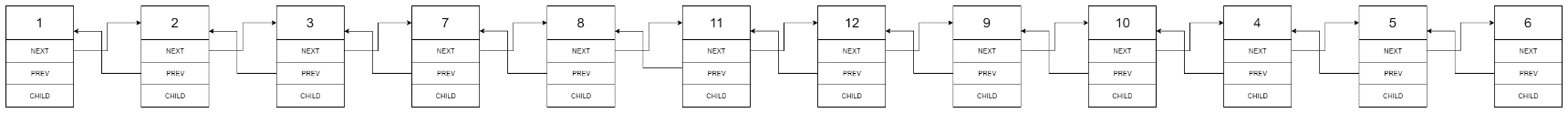
1-2-3-7-8-11-12-9-10-4-5-6-NULL

**Explanation for the above example:**

Given the following multilevel doubly linked list:



We should return the following flattened doubly linked list:



/\*

// Definition for a Node.

class Node {

public:

int val;

Node\* prev;

Node\* next;

Node\* child;

};

\*/

class Solution {

public:

Node\* flatten(Node\* head) {

if (!head) return nullptr;

return f(head).first;

}

private:

pair<Node\*, Node\*> f(Node\* head) {

if (!head) return {nullptr, nullptr};

auto p = f(head->next);

Node \*t = head;

if (head->child) {

auto q = f(head->child);

head->child = nullptr;

Union(head, q.first);

t = q.second;

}

if (!p.first) return {head, t};

Union(t, p.first);

return {head, p.second};

}

void Union(Node \*a, Node \*b) {

a->next = b;

b->prev = a;

}

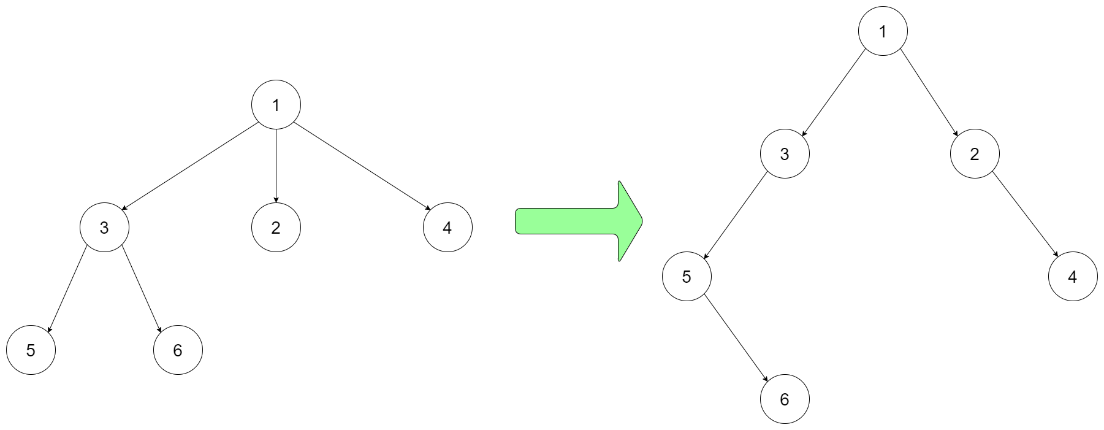
};

### [431. Encode N-ary Tree to Binary Tree](https://leetcode-cn.com/problems/encode-n-ary-tree-to-binary-tree/)

Design an algorithm to encode an N-ary tree into a binary tree and decode the binary tree to get the original N-ary tree. An N-ary tree is a rooted tree in which each node has no more than N children. Similarly, a binary tree is a rooted tree in which each node has no more than 2 children. There is no restriction on how your encode/decode algorithm should work. You just need to ensure that an N-ary tree can be encoded to a binary tree and this binary tree can be decoded to the original N-nary tree structure.

Nary-Tree input serialization is represented in their level order traversal, each group of children is separated by the null value (See following example).

For example, you may encode the following 3-ary tree to a binary tree in this way:



**Input:** root = [1,null,3,2,4,null,5,6]

Note that the above is just an example which might or might not work. You do not necessarily need to follow this format, so please be creative and come up with different approaches yourself.

**Constraints:**

* The height of the n-ary tree is less than or equal to 1000
* The total number of nodes is between [0, 10^4]
* Do not use class member/global/static variables to store states. Your encode and decode algorithms should be stateless.

/\*

// Definition for a Node.

class Node {

public:

    int val;

    vector<Node\*> children;

    Node() {}

    Node(int \_val) {val = \_val;}

    Node(int \_val, vector<Node\*> \_children) {

        val = \_val;

        children = \_children;

    }

};

\*/

class Codec {

public:

    // Encodes an n-ary tree to a binary tree.

    TreeNode\* encode(Node\* root) {

        if (!root) return nullptr;

        auto new\_root = new TreeNode(root->val);

        vector<TreeNode\*> v;

        for (auto i : root->children) v.push\_back(encode(i));

        v.push\_back(nullptr);

        for (int i = 0; i < v.size()-1; ++i) {

            v[i]->right = v[i+1];

        }

        new\_root->left = v[0];

        return new\_root;

    }

    // Decodes your binary tree to an n-ary tree.

    Node\* decode(TreeNode\* root) {

        if (!root) return nullptr;

        auto new\_root = new Node(root->val);

        vector<Node\*> &v = new\_root->children;

        auto p = root->left;

        while (p) {

            v.push\_back(decode(p));

            p = p->right;

        }

        return new\_root;

    }

};

### 432. All O`one Data Structure★★

Hard

Implement a data structure supporting the following operations:

1. Inc(Key) - Inserts a new key with value 1. Or increments an existing key by 1. Key is guaranteed to be a **non-empty** string.
2. Dec(Key) - If Key's value is 1, remove it from the data structure. Otherwise decrements an existing key by 1. If the key does not exist, this function does nothing. Key is guaranteed to be a **non-empty** string.
3. GetMaxKey() - Returns one of the keys with maximal value. If no element exists, return an empty string "".
4. GetMinKey() - Returns one of the keys with minimal value. If no element exists, return an empty string "".

Challenge: Perform all these in O(1) time complexity.

/\*\*

 \* Your AllOne object will be instantiated and called as such:

 \* AllOne\* obj = new AllOne();

 \* obj->inc(key);

 \* obj->dec(key);

 \* string param\_3 = obj->getMaxKey();

 \* string param\_4 = obj->getMinKey();

 \*/

class AllOne {

public:

    AllOne() {}

    void inc(string key) {

        if (!mp.count(key))mp[key]=List.insert(List.begin(),{0,{key}});

        auto next = mp[key], cur = next++;

        if (next == List.end() || next->value > cur->value + 1)

            next = List.insert(next, {cur->value + 1, {}});

        next->keys.insert(key);

        mp[key] = next;

        cur->keys.erase(key);

        if (cur->keys.empty()) List.erase(cur);

    }

    void dec(string key) {

        if (!mp.count(key)) return;

        auto prev = mp[key], cur = prev--;

        mp.erase(key);

        if (cur->value > 1) {

            if (cur == List.begin() || prev->value < cur->value - 1)

                prev = List.insert(cur, {cur->value - 1, {}});

            prev->keys.insert(key);

            mp[key] = prev;

        }

        cur->keys.erase(key);

        if (cur->keys.empty()) List.erase(cur);

    }

    string getMaxKey() {

        return List.empty() ? "" : \*(List.rbegin()->keys.begin());

    }

    string getMinKey() {

        return List.empty() ? "" : \*(List.begin()->keys.begin());

    }

private:

    struct node {

        int value;

        unordered\_set<string> keys;

    };

    list <node> List;

    unordered\_map<string, list<node>::iterator> mp;

};

### 433. Minimum Genetic Mutation

Medium

A gene string can be represented by an 8-character long string, with choices from "A", "C", "G", "T".

Suppose we need to investigate about a mutation (mutation from "start" to "end"), where ONE mutation is defined as ONE single character changed in the gene string.

For example, "AACCGGTT" -> "AACCGGTA" is 1 mutation.

Also, there is a given gene "bank", which records all the valid gene mutations. A gene must be in the bank to make it a valid gene string.

Now, given 3 things - start, end, bank, your task is to determine what is the minimum number of mutations needed to mutate from "start" to "end". If there is no such a mutation, return -1.

**Note:**

1. Starting point is assumed to be valid, so it might not be included in the bank.
2. If multiple mutations are needed, all mutations during in the sequence must be valid.
3. You may assume start and end string is not the same.

**Example 1:**

start: "AACCGGTT"

end: "AACCGGTA"

bank: ["AACCGGTA"]

return: 1

**Example 2:**

start: "AACCGGTT"

end: "AAACGGTA"

bank: ["AACCGGTA", "AACCGCTA", "AAACGGTA"]

return: 2

**Example 3:**

start: "AAAAACCC"

end: "AACCCCCC"

bank: ["AAAACCCC", "AAACCCCC", "AACCCCCC"]

return: 3

class Solution **{**

public**:**

int minMutation**(**string start**,** string end**,** vector**<**string**>** **&**bank**)** **{**

vector**<**char**>** gene**{**'A'**,** 'T'**,** 'C'**,** 'G'**};**

queue**<**string**>** q**;**

q**.**push**(**start**);**

int res **=** 0**;**

unordered\_set**<**string**>** My\_set**(**bank**.**begin**(),** bank**.**end**());**

**if** **(!**My\_set**.**count**(**end**))** **return** **-**1**;**

**while** **(!**q**.**empty**())** **{**

int sz **=** q**.**size**();**

res**++;**

**while** **(**sz**--)** **{**

string s **=** q**.**front**();**

q**.**pop**();**

**for** **(**int i **=** 0**;** i **<** 8**;** i**++)** **{**

char c **=** s**[**i**];**

**for** **(**int j **=** 0**;** j **<** 4**;** j**++)** **{**

**if** **(**gene**[**j**]** **==** c**)** **continue;**

s**[**i**]** **=** gene**[**j**];**

auto it **=** My\_set**.**find**(**s**);**

**if** **(**it **!=** My\_set**.**end**())** **{**

**if** **(**s **==** end**)** **return** res**;**

My\_set**.**erase**(**it**);**

q**.**push**(**s**);**

**}**

**}**

s**[**i**]** **=** c**;**

**}**

**}**

**}**

**return** **-**1**;**

**}**

**};**

### 434. Number of Segments in a String

Easy

Count the number of segments in a string, where a segment is defined to be a contiguous sequence of non-space characters.

Please note that the string does not contain any **non-printable** characters.

**Example:**

**Input:** "Hello, my name is John"

**Output:** 5

class Solution **{**

public**:**

int countSegments**(**string s**)** **{**

int res **=** 0**;**

istringstream ss**(**s**);**

**while** **(**ss **>>** s**)** res**++;**

**return** res**;**

**}**

**};**

### 435. Non-overlapping Intervals

Medium

Given a collection of intervals, find the minimum number of intervals you need to remove to make the rest of the intervals non-overlapping.

**Example 1:**

**Input:** [[1,2],[2,3],[3,4],[1,3]]

**Output:** 1

**Explanation:** [1,3] can be removed and the rest of intervals are non-overlapping.

**Example 2:**

**Input:** [[1,2],[1,2],[1,2]]

**Output:** 2

**Explanation:** You need to remove two [1,2] to make the rest of intervals non-overlapping.

**Example 3:**

**Input:** [[1,2],[2,3]]

**Output:** 0

**Explanation:** You don't need to remove any of the intervals since they're already non-overlapping.

**Note:**

1. You may assume the interval's end point is always bigger than its start point.
2. Intervals like [1,2] and [2,3] have borders "touching" but they don't overlap each other.

class Solution {

public:

    int eraseOverlapIntervals(vector<vector<int>>& intervals) {

        if (intervals.empty()) return 0;

        sort(intervals.begin(), intervals.end());

        int n = intervals.size(), end = intervals[0][0], res = n;

        for (const auto &v : intervals) {

            if (end <= v[0]) {

                end = v[1];

                --res;

            }

            else end = min(end, v[1]);

        }

        return res;

    }

};

### 436. Find Right Interval

Medium

Given a set of intervals, for each of the interval i, check if there exists an interval j whose start point is bigger than or equal to the end point of the interval i, which can be called that j is on the "right" of i.

For any interval i, you need to store the minimum interval j's index, which means that the interval j has the minimum start point to build the "right" relationship for interval i. If the interval j doesn't exist, store -1 for the interval i. Finally, you need output the stored value of each interval as an array.

1. You may assume the interval's end point is always bigger than its start point.
2. You may assume none of these intervals have the same start point.

**Example 1:**

**Input:** [ [1,2] ]

**Output:** [-1]

**Explanation:** There is only one interval in the collection, so it outputs -1.

**Example 2:**

**Input:** [ [3,4], [2,3], [1,2] ]

**Output:** [-1, 0, 1]

**Explanation:** There is no satisfied "right" interval for [3,4].

For [2,3], the interval [3,4] has minimum-"right" start point;

For [1,2], the interval [2,3] has minimum-"right" start point.

**Example 3:**

**Input:** [ [1,4], [2,3], [3,4] ]

**Output:** [-1, 2, -1]

**Explanation:** There is no satisfied "right" interval for [1,4] and [3,4].

For [2,3], the interval [3,4] has minimum-"right" start point.

class Solution {

public:

vector<int> findRightInterval(vector<vector<int>>& intervals) {

map<int, int> mp;

vector<int> res;

int n = intervals.size();

for (int i = 0; i < n; ++i)

mp[intervals[i][0]] = i;

for (auto in : intervals) {

auto pos = mp.lower\_bound(in[1]);

res.push\_back(pos == mp.end() ? -1 : pos->second);

}

return res;

}

};

### 437. Path Sum III

Easy

You are given a binary tree in which each node contains an integer value.

Find the number of paths that sum to a given value.

The path does not need to start or end at the root or a leaf, but it must go downwards (traveling only from parent nodes to child nodes).

The tree has no more than 1,000 nodes and the values are in the range -1,000,000 to 1,000,000.

**Example:**

root = [10,5,-3,3,2,null,11,3,-2,null,1], sum = 8

10

/ \

**5** **-3**

**/** **\** **\**

**3** **2** **11**

/ \ **\**

3 -2 **1**

Return 3. The paths that sum to 8 are:

1. 5 -> 3

2. 5 -> 2 -> 1

3. -3 -> 11

class Solution **{**

public**:**

int pathSum**(**TreeNode**\*** root**,** int sum**)** **{**

**return** dfs**(**root**,** sum**,** 0**);**

**}**

private**:**

unordered\_map**<**int**,** int**>** mp**;**

int dfs**(**TreeNode **\***root**,** int sum**,** int pre**)** **{**

**if** **(!**root**)** **return** 0**;**

int cur **=** root**->**val **+** pre**;**

int res **=** **(**cur **==** sum**)** **+** **(**mp**.**count**(**cur **-** sum**)** **?**

mp**[**cur **-** sum**]** **:** 0**);**

mp**[**cur**]++;**

res **+=** dfs**(**root**->**left**,** sum**,** cur**)** **+** dfs**(**root**->**right**,** sum**,** cur**);**

mp**[**cur**]--;**

**return** res**;**

**}**

**};**

### 438. Find All Anagrams in a String

Medium

Given a string **s** and a **non-empty** string **p**, find all the start indices of **p**'s anagrams in **s**.

Strings consists of lowercase English letters only and the length of both strings **s** and **p** will not be larger than 20,100.

The order of output does not matter.

**Example 1:**

**Input:**

s: "cbaebabacd" p: "abc"

**Output:**

[0, 6]

**Explanation:**

The substring with start index = 0 is "cba", which is an anagram of "abc".

The substring with start index = 6 is "bac", which is an anagram of "abc".

**Example 2:**

**Input:**

s: "abab" p: "ab"

**Output:**

[0, 1, 2]

**Explanation:**

The substring with start index = 0 is "ab", which is an anagram of "ab".

The substring with start index = 1 is "ba", which is an anagram of "ab".

The substring with start index = 2 is "ab", which is an anagram of "ab".

class Solution **{**

public**:**

vector**<**int**>** findAnagrams**(**string s**,** string p**)** **{**

int n **=** s**.**length**(),** m **=** p**.**length**();**

vector**<**int**>** res**;**

unordered\_map**<**char**,** int**>** m1**,** m2**;**

**for** **(**auto **&**c **:** p**)** m1**[**c**]++;**

int cnt **=** 0**,** i **=** 0**,** j **=** 0**;**

**while(**i **<=** j**)** **{**

**while** **(**j **<** n **&&** cnt **<** m**)** **{**

**if** **(**m1**.**count**(**s**[**j**])** **&&** m1**[**s**[**j**]]** **>=** **++**m2**[**s**[**j**]])** **{**

cnt**++;**

**}**

j**++;**

**}**

**if** **(**cnt **==** m **&&** j**-**i **==** m**)** res**.**push\_back**(**i**);**

**if** **(**m1**.**count**(**s**[**i**])** **&&** m1**[**s**[**i**]]** **>=** m2**[**s**[**i**]]--)** **{**

cnt**--;**

**}**

i**++;**

**}**

**return** res**;**

**}**

**};**

### [439. Ternary Expression Parser](https://leetcode-cn.com/problems/ternary-expression-parser/)

Given a string representing arbitrarily nested ternary expressions, calculate the result of the expression. You can always assume that the given expression is valid and only consists of digits 0-9, ?, :, T and F (T and F represent True and False respectively).

**Note:**

1. The length of the given string is ≤ 10000.
2. Each number will contain only one digit.
3. The conditional expressions group right-to-left (as usual in most languages).
4. The condition will always be either T or F. That is, the condition will never be a digit.
5. The result of the expression will always evaluate to either a digit 0-9, T or F.

**Example 1:**

**Input:** "T?2:3"

**Output:** "2"

**Explanation:** If true, then result is 2; otherwise result is 3.

**Example 2:**

**Input:** "F?1:T?4:5"

**Output:** "4"

**Explanation:** The conditional expressions group right-to-left. Using parenthesis, it is read/evaluated as:

"(F ? 1 : (T ? 4 : 5))" "(F ? 1 : (T ? 4 : 5))"

-> "(F ? 1 : 4)" or -> "(T ? 4 : 5)"

-> "4" -> "4"

**Example 3:**

**Input:** "T?T?F:5:3"

**Output:** "F"

class Solution {

public:

    string parseTernary(string s){

        stack<char> stk;

        for(int i = s.size()-1; i >= 0; i--) {

            if (s[i] == '?'){

                auto a = stk.top();  stk.pop();

                auto b = stk.top();  stk.pop();

                stk.push(s[--i] == 'T' ? a : b);

            }

            else if (s[i] == ':') continue;

            else stk.push(s[i]);

        }

        return string(1, stk.top());

    }

};

### 440. K-th Smallest in Lexicographical Order★★

Hard

Given integers n and k, find the lexicographically k-th smallest integer in the range from 1 to n.

Note: 1 ≤ k ≤ n ≤ 109.

**Example:**

**Input:**

n: 13 k: 2

**Output:**

10

**Explanation:**

The lexicographical order is [1, 10, 11, 12, 13, 2, 3, 4, 5, 6, 7, 8, 9], so the second smallest number is 10.

class Solution {

public:

int findKthNumber(int n, int k) {

long cur = 1, i = 1;

while (i != k) {

long cnt = getCount(cur, n);

if (i + cnt <= k) {

i += cnt;

++cur;

}

else {

i += 1;

cur = cur \* 10;

}

}

return static\_cast<int> (cur);

}

private:

//返回以cur为前缀的个数

long getCount(long cur, long n) {

long cnt = 0, next = cur + 1;

while (cur <= n) {

cnt += min(n + 1, next) - cur;

cur \*= 10;

next \*= 10;

}

return cnt;

}

};

### 441. Arranging Coins

Easy

You have a total of *n* coins that you want to form in a staircase shape, where every *k*-th row must have exactly *k* coins.

Given *n*, find the total number of **full** staircase rows that can be formed.

*n* is a non-negative integer and fits within the range of a 32-bit signed integer.

**Example 1:**

n = 5

The coins can form the following rows:

¤

¤ ¤

¤ ¤

Because the 3rd row is incomplete, we return 2.

**Example 2:**

n = 8

The coins can form the following rows:

¤

¤ ¤

¤ ¤ ¤

¤ ¤

Because the 4th row is incomplete, we return 3.

class Solution **{**

public**:**

int arrangeCoins**(**int n**)** **{**

**return** floor**(-**0.5**+**sqrt**((**double**)**2**\***n**+**0.25**));**

**}**

**};**

### 442. Find All Duplicates in an Array★★

Medium

Given an array of integers, 1 ≤ a[i] ≤ *n* (*n* = size of array), some elements appear **twice** and others appear **once**.

Find all the elements that appear **twice** in this array.

Could you do it without extra space and in O(*n*) runtime?

**Example:**

**Input:**

[4,3,2,7,8,2,3,1]

**Output:**

[2,3]

class Solution **{**

public**:**

vector**<**int**>** findDuplicates**(**vector**<**int**>&** nums**)** **{**

int n **=** nums**.**size**();**

**for** **(**int i **=** 0**;** i **<** n**;** i**++)** **{**

**while** **(**i **!=** nums**[**i**]-**1 **&&** nums**[**i**]** **!=** nums**[**nums**[**i**]-**1**])** **{**

swap**(**nums**[**i**],** nums**[**nums**[**i**]-**1**]);**

**}**

**}**

vector**<**int**>** res**;**

**for** **(**int i **=** 0**;** i **<** n**;** i**++)** **{**

**if** **(**i **!=** nums**[**i**]-**1**)** **{**

res**.**push\_back**(**nums**[**i**]);**

**}**

**}**

**return** res**;**

**}**

**};**

### 443. String Compression

Easy

Given an array of characters, compress it [**in-place**](https://en.wikipedia.org/wiki/In-place_algorithm).

The length after compression must always be smaller than or equal to the original array.

Every element of the array should be a **character** (not int) of length 1.

After you are done **modifying the input array** [**in-place**](https://en.wikipedia.org/wiki/In-place_algorithm), return the new length of the array.

**Follow up:**  
Could you solve it using only O(1) extra space?

**Example 1:**

**Input:**

["a","a","b","b","c","c","c"]

**Output:**

Return 6, and the first 6 characters of the input array should be: ["a","2","b","2","c","3"]

**Explanation:**

"aa" is replaced by "a2". "bb" is replaced by "b2". "ccc" is replaced by "c3".

**Example 2:**

**Input:**

["a"]

**Output:**

Return 1, and the first 1 characters of the input array should be: ["a"]

**Explanation:**

Nothing is replaced.

**Example 3:**

**Input:**

["a","b","b","b","b","b","b","b","b","b","b","b","b"]

**Output:**

Return 4, and the first 4 characters of the input array should be: ["a","b","1","2"].

**Explanation:**

Since the character "a" does not repeat, it is not compressed. "bbbbbbbbbbbb" is replaced by "b12".

Notice each digit has it's own entry in the array.

**Note:**

1. All characters have an ASCII value in [35, 126].
2. 1 <= len(chars) <= 1000.

class Solution **{**

public**:**

int compress**(**vector**<**char**>** **&**chars**)** **{**

chars**.**push\_back**(**'&'**);**

char pre **=** chars**[**0**];**

int cnt **=** 1**,** res **=** 0**,** j **=** 0**,** n **=** chars**.**size**();**

**for** **(**int i **=** 1**;** i **<** n**;** i**++){**

**if** **(**chars**[**i**]** **==** pre**)** cnt**++;**

**else** **{**

string s **=** to\_string**(**cnt**);**

chars**[**j**++]** **=** pre**;**

res **+=** 1 **+** **(**cnt **==** 1 **?** 0 **:** s**.**length**());**

**if** **(**cnt **!=** 1**)** **{**

**for** **(**auto **&**c **:** s**)** chars**[**j**++]** **=** c**;**

**}**

pre **=** chars**[**i**];**

cnt **=** 1**;**

**}**

**}**

**return** res**;**

**}**

**};**

### [444. Sequence Reconstruction](https://leetcode-cn.com/problems/sequence-reconstruction/)

Check whether the original sequence org can be uniquely reconstructed from the sequences in seqs. The org sequence is a permutation of the integers from 1 to n, with 1 ≤ n ≤ 104. Reconstruction means building a shortest common supersequence of the sequences in seqs (i.e., a shortest sequence so that all sequences in seqs are subsequences of it). Determine whether there is only one sequence that can be reconstructed from seqs and it is the org sequence.

**Example 1:**

**Input:** org = [1,2,3], seqs = [[1,2],[1,3]]

**Output:** false

**Explanation:** [1,2,3] is not the only one sequence that can be reconstructed, because [1,3,2] is also a valid sequence that can be reconstructed.

**Example 2:**

**Input:** org = [1,2,3], seqs = [[1,2]]

**Output:** false

**Explanation:** The reconstructed sequence can only be [1,2].

**Example 3:**

**Input:** org = [1,2,3], seqs = [[1,2],[1,3],[2,3]]

**Output:** true

**Example 4:**

**Input:** org = [4,1,5,2,6,3], seqs = [[5,2,6,3],[4,1,5,2]]

**Output:** true

**Constraints:**

* 1 <= n <= 10^4
* org is a permutation of {1,2,...,n}.
* 1 <= segs[i].length <= 10^5
* seqs[i][j] fits in a 32-bit signed integer.

class Solution {

public:

    bool sequenceReconstruction(vector<int>& org, vector<vector<int>>& seqs) {

        int n = org.size();

        vector<vector<int>> v(n);

        vector<int> indegree(n, 0);

        unordered\_set<int> visit;

        for (auto &t : seqs) {

            for (int i = 0; i < t.size(); ++i) {

                if (t[i] < 1 || t[i] > n) return false;

                visit.insert(t[i]-1);

                if (i != 0) {

                   v[t[i-1]-1].push\_back(t[i]-1);

                   ++indegree[t[i]-1];

                }

            }

        }

        if (visit.size() != n) return false;

        queue<int> q;

        for (int i = 0; i < n; ++i) {

            if (!indegree[i]) {

                q.push(i);

            }

        }

        vector<int> res;

        while (!q.empty()) {

            if (q.size() != 1) return false;

            int u = q.front();

            q.pop();

            res.push\_back(u+1);

            for (auto i : v[u]) {

                if (--indegree[i] == 0) {

                    q.push(i);

                }

            }

        }

        return res == org;

    }

};

### 445. Add Two Numbers II

Medium

You are given two **non-empty** linked lists representing two non-negative integers. The most significant digit comes first and each of their nodes contain a single digit. Add the two numbers and return it as a linked list.

You may assume the two numbers do not contain any leading zero, except the number 0 itself.

**Follow up:**  
What if you cannot modify the input lists? In other words, reversing the lists is not allowed.

**Example:**

**Input:** (7 -> 2 -> 4 -> 3) + (5 -> 6 -> 4)

**Output:** 7 -> 8 -> 0 -> 7

class Solution **{**

public**:**

ListNode**\*** addTwoNumbers**(**ListNode**\*** l1**,** ListNode**\*** l2**)** **{**

int n1 **=** count\_len**(**l1**),** n2 **=** count\_len**(**l2**),** diff **=** abs**(**n1 **-** n2**);**

**if** **(**n1 **<** n2**)** swap**(**l1**,** l2**);**

ListNode **\***dummy **=** **new** ListNode**(**0**),** **\***cur **=** dummy**,** **\***right **=** cur**;**

**while** **(**diff**--** **>** 0**)** **{**

cur**->**next **=** **new** ListNode**(**l1**->**val**);**

**if** **(**l1**->**val **!=** 9**)** right **=** cur**->**next**;**

cur **=** cur**->**next**;**

l1 **=** l1**->**next**;**

**}**

**while** **(**l1**)** **{**

int val **=** l1**->**val **+** l2**->**val**;**

**if** **(**val **>** 9**)** **{**

val **%=** 10**;**

**++**right**->**val**;**

**while** **(**right**->**next**)** **{**

right**->**next**->**val **=** 0**;**

right **=** right**->**next**;**

**}**

right **=** cur**;**

**}**

cur**->**next **=** **new** ListNode**(**val**);**

**if** **(**val **!=** 9**)** right **=** cur**->**next**;**

cur **=** cur**->**next**;**

l1 **=** l1**->**next**;**

l2 **=** l2**->**next**;**

**}**

**return** **(**dummy**->**val **==** 1**)** **?** dummy **:** dummy**->**next**;**

**}**

private**:**

int count\_len**(**ListNode **\***l**)** **{**

int len **=** 0**;**

**while** **(**l**)** **{**

**++**len**;**

l **=** l**->**next**;**

**}**

**return** len**;**

**}**

**};**

### 446. Arithmetic Slices II - Subsequence

Hard

A sequence of numbers is called arithmetic if it consists of at least three elements and if the difference between any two consecutive elements is the same.

For example, these are arithmetic sequences:

1, 3, 5, 7, 9

7, 7, 7, 7

3, -1, -5, -9

The following sequence is not arithmetic.

1, 1, 2, 5, 7

A zero-indexed array A consisting of N numbers is given. A **subsequence** slice of that array is any sequence of integers (P0, P1, ..., Pk) such that 0 ≤ P0 < P1 < ... < Pk < N.

A **subsequence** slice (P0, P1, ..., Pk) of array A is called arithmetic if the sequence A[P0], A[P1], ..., A[Pk-1], A[Pk] is arithmetic. In particular, this means that k ≥ 2.

The function should return the number of arithmetic subsequence slices in the array A.

The input contains N integers. Every integer is in the range of -231 and 231-1 and 0 ≤ N ≤ 1000. The output is guaranteed to be less than 231-1.

**Example:**

**Input:** [2, 4, 6, 8, 10]

**Output:** 7

**Explanation:**

All arithmetic subsequence slices are:

[2,4,6]

[4,6,8]

[6,8,10]

[2,4,6,8]

[4,6,8,10]

[2,4,6,8,10]

[2,6,10]

class Solution **{**

public**:**

int numberOfArithmeticSlices**(**vector**<**int**>&** A**)** **{**

**if** **(**A**.**size**()** **<** 3**)** **return** 0**;**

int n **=** A**.**size**();**

vector**<**unordered\_map**<**long long**,** int**>>** dp**(**n**);**

int res **=** 0**;**

**for** **(**int i **=** 1**;** i **<** n**;** **++**i**)** **{**

**for** **(**int j **=** 0**;** j **<** i**;** **++**j**)** **{**

auto delta **=** **(**long long**)**A**[**i**]** **-** **(**long long**)**A**[**j**];**

int tmp **=** dp**[**j**].**count**(**delta**)** **?** dp**[**j**][**delta**]** **:** 0**;**

res **+=** tmp**;**

dp**[**i**][**delta**]** **+=** 1**+**tmp**;**

**}**

**}**

**return** res**;**

**}**

**};**

### 447. Number of Boomerangs

Easy

Given *n* points in the plane that are all pairwise distinct, a "boomerang" is a tuple of points (i, j, k) such that the distance between i and j equals the distance between i and k (**the order of the tuple matters**).

Find the number of boomerangs. You may assume that *n* will be at most **500** and coordinates of points are all in the range **[-10000, 10000]** (inclusive).

**Example:**

**Input:**

[[0,0],[1,0],[2,0]]

**Output:**

2

**Explanation:**

The two boomerangs are **[[1,0],[0,0],[2,0]]** and **[[1,0],[2,0],[0,0]]**

class Solution **{**

public**:**

int numberOfBoomerangs**(**vector**<**vector**<**int**>>&** points**)** **{**

int n **=** points**.**size**(),**res **=** 0**;**

**for** **(**int i **=** 0**;** i **<** n**;** **++**i**)** **{**

unordered\_map**<**int**,** int**>** m**;**

**for** **(**int j **=** 0**;** j **<** n**;** **++**j**)** **{**

int a **=** points**[**i**][**0**]** **-** points**[**j**][**0**];**

int b **=** points**[**i**][**1**]** **-** points**[**j**][**1**];**

**++**m**[**a**\***a**+**b**\***b**];**

**}**

**for** **(**auto **&**pii **:** m**)** **{**

res **+=** pii**.**second **\*** **(**pii**.**second **-** 1**);**

**}**

**}**

**return** res**;**

**}**

**};**

### 448. Find All Numbers Disappeared in an Array

Easy

Given an array of integers where 1 ≤ a[i] ≤ *n* (*n* = size of array), some elements appear twice and others appear once.

Find all the elements of [1, *n*] inclusive that do not appear in this array.

Could you do it without extra space and in O(*n*) runtime? You may assume the returned list does not count as extra space.

**Example:**

**Input:**

[4,3,2,7,8,2,3,1]

**Output:**

[5,6]

class Solution **{**

public**:**

vector**<**int**>** findDisappearedNumbers**(**vector**<**int**>&** nums**)** **{**

int n **=** nums**.**size**();**

**for** **(**int i **=** 0**;** i **<** n**;** i**++)** **{**

**while** **(**i **!=** nums**[**i**]-**1 **&&** nums**[**i**]** **!=** nums**[**nums**[**i**]-**1**])** **{**

swap**(**nums**[**i**],** nums**[**nums**[**i**]-**1**]);**

**}**

**}**

vector**<**int**>** res**;**

**for** **(**int i **=** 0**;** i **<** n**;** i**++)** **{**

**if** **(**i **!=** nums**[**i**]-**1**)** **{**

res**.**push\_back**(**i**+**1**);**

**}**

**}**

**return** res**;**

**}**

**};**

class Solution **{**

public**:**

vector**<**int**>** findDisappearedNumbers**(**vector**<**int**>&** nums**)** **{**

int n **=** nums**.**size**();**

**for(**int i **=** 0**;** i **<** n**;** i**++)** **{**

int m **=** abs**(**nums**[**i**])-**1**;** // index start from 0

nums**[**m**]** **=** nums**[**m**]** **>** 0 **?** **-**nums**[**m**]** **:** nums**[**m**];**

**}**

vector**<**int**>** res**;**

**for(**int i **=** 0**;** i **<** n**;** i**++)** **{**

**if** **(**nums**[**i**]** **>** 0**)** res**.**push\_back**(**i**+**1**);**

**}**

**return** res**;**

**}**

**};**

### 449. Serialize and Deserialize BST

Medium

Serialization is the process of converting a data structure or object into a sequence of bits so that it can be stored in a file or memory buffer, or transmitted across a network connection link to be reconstructed later in the same or another computer environment.

Design an algorithm to serialize and deserialize a **binary search tree**. There is no restriction on how your serialization/deserialization algorithm should work. You just need to ensure that a binary search tree can be serialized to a string and this string can be deserialized to the original tree structure.

**The encoded string should be as compact as possible.**

**Note:** Do not use class member/global/static variables to store states. Your serialize and deserialize algorithms should be stateless.

/\*\*

\* Definition for a binary tree node.

\* struct TreeNode {

\* int val;

\* TreeNode \*left;

\* TreeNode \*right;

\* TreeNode(int x) : val(x), left(NULL), right(NULL) {}

\* };

\*/

class Codec {

public:

string serialize(TreeNode \*root) {

ostringstream out;

serialize(root, out);

return out.str();

}

TreeNode \*deserialize(string data) {

istringstream in(data);

return deserialize(in);

}

private:

void serialize(TreeNode \*root, ostringstream &out) {

if (!root) {

out << "# ";

return;

}

out << root->val << ' ';

serialize(root->left, out);

serialize(root->right, out);

}

TreeNode\* deserialize(istringstream &in) {

string val;

in >> val;

if (val == "#") return nullptr;

TreeNode\* root = new TreeNode(stoi(val));

root->left = deserialize(in);

root->right = deserialize(in);

return root;

}

};

### 450. Delete Node in a BST

Medium

Given a root node reference of a BST and a key, delete the node with the given key in the BST. Return the root node reference (possibly updated) of the BST.

Basically, the deletion can be divided into two stages:

1. Search for a node to remove.
2. If the node is found, delete the node.

**Note:** Time complexity should be O(height of tree).

**Example:**

root = [5,3,6,2,4,null,7]

key = 3

5

/ \

3 6

/ \ \

2 4 7

Given key to delete is 3. So we find the node with value 3 and delete it.

One valid answer is [5,4,6,2,null,null,7], shown in the following BST.

5

/ \

4 6

/ \

2 7

Another valid answer is [5,2,6,null,4,null,7].

5

/ \

2 6

\ \

4 7

/\*\*

\* Definition for a binary tree node.

\* struct TreeNode {

\* int val;

\* TreeNode \*left;

\* TreeNode \*right;

\* TreeNode(int x) : val(x), left(NULL), right(NULL) {}

\* };

\*/

class Solution **{**

public**:**

TreeNode **\***deleteNode**(**TreeNode**\*** root**,** int key**)** **{**

**if** **(!**root**)** **return** **nullptr;**

**if** **(**root**->**val **==** key**)** **{**

TreeNode **\***t **=** root**->**right**;**

**if** **(**t **==** **nullptr)** **{**

**return** root**->**left**;**

**}**

**while** **(**t**->**left**)** t **=** t**->**left**;**

root**->**val **=** t**->**val**;**

root**->**right **=** deleteNode**(**root**->**right**,** t**->**val**);**

**}**

**else** **if** **(**root**->**val **>** key **&&** root**->**left**)**

root**->**left **=** deleteNode**(**root**->**left**,** key**);**

**else** **if** **(**root**->**val **<** key **&&** root**->**right**)**

root**->**right **=** deleteNode**(**root**->**right**,** key**);**

**return** root**;**

**}**

**};**

### 451. Sort Characters By Frequency

Medium

Given a string, sort it in decreasing order based on the frequency of characters.

**Example 1:**

**Input:**

"tree"

**Output:**

"eert"

**Explanation:**

'e' appears twice while 'r' and 't' both appear once.

So 'e' must appear before both 'r' and 't'. Therefore "eetr" is also a valid answer.

**Example 2:**

**Input:**

"cccaaa"

**Output:**

"cccaaa

**Explanation:**

Both 'c' and 'a' appear three times, so "aaaccc" is also a valid answer.

Note that "cacaca" is incorrect, as the same characters must be together.

**Example 3:**

**Input:**

"Aabb"

**Output:**

"bbAa"

**Explanation:**

"bbaA" is also a valid answer, but "Aabb" is incorrect.

Note that 'A' and 'a' are treated as two different characters.

class Solution **{**

public**:**

string frequencySort**(**string s**)** **{**

string res**;**

unordered\_map**<**char**,** int**>** m**;**

**for** **(**auto **&**c **:** s**)** m**[**c**]++;**

set**<**pair**<**int**,** char**>>** st**;**

**for** **(**auto **&**i **:** m**)** st**.**insert**({**i**.**second**,** i**.**first**});**

**for** **(**auto it **=** st**.**rbegin**();** it **!=** st**.**rend**();** it**++)**

res **+=** string**(**it**->**first**,** it**->**second**);**

**return** res**;**

**}**

**};**

### 452. Minimum Number of Arrows to Burst Balloons★★

Medium

There are a number of spherical balloons spread in two-dimensional space. For each balloon, provided input is the start and end coordinates of the horizontal diameter. Since it's horizontal, y-coordinates don't matter and hence the x-coordinates of start and end of the diameter suffice. Start is always smaller than end. There will be at most 104 balloons.

An arrow can be shot up exactly vertically from different points along the x-axis. A balloon with xstart and xend bursts by an arrow shot at x if xstart ≤ x ≤ xend. There is no limit to the number of arrows that can be shot. An arrow once shot keeps travelling up infinitely. The problem is to find the minimum number of arrows that must be shot to burst all balloons.

**Example:**

**Input:**

[[10,16], [2,8], [1,6], [7,12]]

**Output:**

2

**Explanation:**

One way is to shoot one arrow for example at x = 6 (bursting the balloons [2,8] and [1,6]) and another arrow at x = 11 (bursting the other two balloons).

class Solution {

public:

    int findMinArrowShots(vector<vector<int>>& points) {

        if (points.empty()) return 0;

        sort(points.begin(), points.end());

        int res = 1, high = INT\_MAX;

        for (auto &pnt : points) {

            if (pnt[0] > high) {

                high = pnt[1];

                res++;

            }

            high = min(high, pnt[1]);

        }

        return res;

    }

};

### 453. Minimum Moves to Equal Array Elements

Easy

Given a **non-empty** integer array of size *n*, find the minimum number of moves required to make all array elements equal, where a move is incrementing *n* - 1 elements by 1.

**Example:**

**Input:**

[1,2,3]

**Output:**

3

**Explanation:**

Only three moves are needed (remember each move increments two elements):

[1,2,3] => [2,3,3] => [3,4,3] => [4,4,4]

class Solution {

public:

    int minMoves(vector<int>& nums) {

        long long Min = \*min\_element(nums.begin(), nums.end());

        long long sum = accumulate(nums.begin(), nums.end(),

static\_cast<long long> (0));

        return sum - Min\*nums.size();

    }

};

### 454. 4Sum II

Medium

Given four lists A, B, C, D of integer values, compute how many tuples (i, j, k, l) there are such that A[i] + B[j] + C[k] + D[l] is zero.

To make problem a bit easier, all A, B, C, D have same length of N where 0 ≤ N ≤ 500. All integers are in the range of -228 to 228 - 1 and the result is guaranteed to be at most 231 - 1.

**Example:**

**Input:**

A = [ 1, 2]

B = [-2,-1]

C = [-1, 2]

D = [ 0, 2]

**Output:**

2

**Explanation:**

The two tuples are:

1. (0, 0, 0, 1) -> A[0] + B[0] + C[0] + D[1] = 1 + (-2) + (-1) + 2 = 0

2. (1, 1, 0, 0) -> A[1] + B[1] + C[0] + D[0] = 2 + (-1) + (-1) + 0 = 0

class Solution **{**

public**:**

int fourSumCount**(**vector**<**int**>&** A**,** vector**<**int**>&** B**,** vector**<**int**>&** C**,** vector**<**int**>&** D**)** **{**

unordered\_map**<**int**,** int**>** m**;**

**for(**auto a **:** A**)** **{**

**for(**auto b **:** B**)** **{**

**++**m**[**a**+**b**];**

**}**

**}**

int res **=** 0**;**

**for(**auto c **:** C**)** **{**

**for(**auto d **:** D**)** **{**

auto it **=** m**.**find**(-**c**-**d**);**

**if** **(**it **!=** m**.**end**())** **{**

res **+=** it**->**second**;**

**}**

**}**

**}**

**return** res**;**

**}**

**};**

### 455. Assign Cookies

Easy

Assume you are an awesome parent and want to give your children some cookies. But, you should give each child at most one cookie. Each child i has a greed factor gi, which is the minimum size of a cookie that the child will be content with; and each cookie j has a size sj. If sj >= gi, we can assign the cookie j to the child i, and the child i will be content. Your goal is to maximize the number of your content children and output the maximum number.

**Note:**  
You may assume the greed factor is always positive.   
You cannot assign more than one cookie to one child.

**Example 1:**

**Input:** [1,2,3], [1,1]

**Output:** 1

**Explanation:** You have 3 children and 2 cookies. The greed factors of 3 children are 1, 2, 3.

And even though you have 2 cookies, since their size is both 1, you could only make the child whose greed factor is 1 content.

You need to output 1.

**Example 2:**

**Input:** [1,2], [1,2,3]

**Output:** 2

**Explanation:** You have 2 children and 3 cookies. The greed factors of 2 children are 1, 2.

You have 3 cookies and their sizes are big enough to gratify all of the children,

You need to output 2.

class Solution **{**

public**:**

int findContentChildren**(**vector**<**int**>&** g**,** vector**<**int**>&** s**)** **{**

sort**(**g**.**begin**(),** g**.**end**());**

sort**(**s**.**begin**(),** s**.**end**());**

int i **=** 0**,** j **=** 0**,** n **=** g**.**size**(),** m **=** s**.**size**();**

int res **=** 0**;**

**while** **(**i **<** n **&&** j **<** m**)** **{**

**if** **(**g**[**i**]** **<=** s**[**j**++])** **{**

res**++;**

i**++;**

**}**

**}**

**return** res**;**

**}**

**};**

### 456. 132 Pattern★★

Medium

Given a sequence of n integers a1, a2, ..., an, a 132 pattern is a subsequence a**i**, a**j**, a**k** such that **i** < **j** < **k** and a**i** < a**k** < a**j**. Design an algorithm that takes a list of n numbers as input and checks whether there is a 132 pattern in the list.

**Note:** n will be less than 15,000.

**Example 1:**

**Input:** [1, 2, 3, 4]

**Output:** False

**Explanation:** There is no 132 pattern in the sequence.

**Example 2:**

**Input:** [3, 1, 4, 2]

**Output:** True

**Explanation:** There is a 132 pattern in the sequence: [1, 4, 2].

**Example 3:**

**Input:** [-1, 3, 2, 0]

**Output:** True

**Explanation:** There are three 132 patterns in the sequence: [-1, 3, 2], [-1, 3, 0] and [-1, 2, 0].

//O(n^2)

class Solution {

public:

    bool find132pattern(vector<int>& v) {

        int n = v.size();

        for (int i = 0; i < n-2; ++i) {

            int k = INT\_MAX;

            for (int j = n-1; j > i; --j) {

                if (v[j] <= v[i]) continue;

                if (v[j] <= k) k = v[j];

                else return true;

            }

        }

        return false;

    }

};

//O(n)

/\*\*

思路

1.如果数组长度小于3，直接返回false（寻找132模式）

2.将每个元素前面的最小值，放入数组min

3.从后往前遍历，首先满足条件 3>1

4.while循环确保条件2>1,只要有2<=1的情况，直接出栈

    stk存放比当前min大的数字，且stk从小到大

    （如果stk不可能放入大的数字，因为这样的话在之前判断中就返回true）

5.只要栈非空，说明同时满足3>1 且2>1，一旦满足2<3，返回true

6.其余情况直接入栈

\*/

class Solution {

public:

    bool find132pattern(vector<int>& v) {

        if (v.size() < 3) return false;

        stack<int> stk;

        vector<int> Min;

        auto ops = [](int x, int y) {return min(x, y);};

        partial\_sum(v.begin(), v.end(), back\_inserter(Min), ops);

        for (int i = v.size() - 1; i >= 0; i--) {

            if (v[i] > Min[i]) {

                while (!stk.empty() && stk.top() <= Min[i])

                    stk.pop();

                if (!stk.empty() && stk.top() < v[i])

                    return true;

                stk.push(v[i]);

            }

        }

        return false;

    }

};

//O(n)

class Solution {

public:

    bool find132pattern(vector<int>& v) {

        int third = INT\_MIN;

        stack<int> stk; //second, all of it is bigger than Third

        for (int i = v.size() - 1; i >= 0; --i) {

            if (v[i] < third) return true;

            while (!stk.empty() && stk.top() < v[i]) {

                third = stk.top();

                stk.pop();

            }

            stk.push(v[i]);

        }

        return false;

    }

};

### 457. Circular Array Loop

Medium

You are given a **circular** array nums of positive and negative integers. If a number *k* at an index is positive, then move forward *k* steps. Conversely, if it's negative (-*k*), move backward *k* steps. Since the array is circular, you may assume that the last element's next element is the first element, and the first element's previous element is the last element.

Determine if there is a loop (or a cycle) in nums. A cycle must start and end at the same index and the cycle's length > 1. Furthermore, movements in a cycle must all follow a single direction. In other words, a cycle must not consist of both forward and backward movements.

**Example 1:**

**Input:** [2,-1,1,2,2]

**Output:** true

**Explanation:** There is a cycle, from index 0 -> 2 -> 3 -> 0. The cycle's length is 3.

**Example 2:**

**Input:** [-1,2]

**Output:** false

**Explanation:** The movement from index 1 -> 1 -> 1 ... is not a cycle, because the cycle's length is 1. By definition the cycle's length must be greater than 1.

**Example 3:**

**Input:** [-2,1,-1,-2,-2]

**Output:** false

**Explanation:** The movement from index 1 -> 2 -> 1 -> ... is not a cycle, because movement from index 1 -> 2 is a forward movement, but movement from index 2 -> 1 is a backward movement. All movements in a cycle must follow a single direction.

**Note:**

1. -1000 ≤ nums[i] ≤ 1000
2. nums[i] ≠ 0
3. 1 ≤ nums.length ≤ 5000

class Solution {

    int get\_index(vector<int>& nums, int k, int N) {

        return (k + nums[k] + N) % N;

    }

public:

    bool circularArrayLoop(vector<int>& nums) {

        int N = nums.size();

        for (auto &i : nums) i %= N;

        for (int i = 0; i < N; i++) {

            if (nums[i] == 0) continue;

            long sign = nums[i] > 0 ? 1 : -1;

            int slow = i, fast = i;

            while (1) {

                fast = get\_index(nums, fast, N);

                if (nums[fast] \* sign <= 0) break;

                fast = get\_index(nums, fast, N);

                if (nums[fast] \* sign <= 0) break;

                slow = get\_index(nums, slow, N);

                if (slow == fast) return true;

            }

            slow = i;

            while (slow != fast) {

                int l = slow;

                slow = get\_index(nums, slow, N);

                nums[l] = 0;

            }

        }

        return false;

    }

};

### 458. Poor Pigs★★

Hard

There are 1000 buckets, one and only one of them is poisonous, while the rest are filled with water. They all look identical. If a pig drinks the poison it will die within 15 minutes. What is the minimum amount of pigs you need to figure out which bucket is poisonous within one hour?

Answer this question, and write an algorithm for the general case.

**General case:**

If there are n buckets and a pig drinking poison will die within m minutes, how many pigs (x) you need to figure out the **poisonous** bucket within p minutes? There is exactly one bucket with poison.

**Note:**

1. A pig can be allowed to drink simultaneously on as many buckets as one would like, and the feeding takes no time.
2. After a pig has instantly finished drinking buckets, there has to be a **cool down time** of *m*minutes. During this time, only observation is allowed and no feedings at all.
3. Any given bucket can be sampled an infinite number of times (by an unlimited number of pigs).

K只猪1次检测2^k

K只猪m次检测(m+1)^k

class Solution {

public:

int poorPigs(int buckets, int minutesToDie, int minutesToTest) {

int states = minutesToTest / minutesToDie + 1;

return ceil(log(buckets) / log(states));

}

};

### 459. Repeated Substring Pattern★★

Easy

Given a non-empty string check if it can be constructed by taking a substring of it and appending multiple copies of the substring together. You may assume the given string consists of lowercase English letters only and its length will not exceed 10000.

**Example 1:**

**Input:** "abab"

**Output:** True

**Explanation:** It's the substring "ab" twice.

**Example 2:**

**Input:** "aba"

**Output:** False

**Example 3:**

**Input:** "abcabcabcabc"

**Output:** True

**Explanation:** It's the substring "abc" four times. (And the substring "abcabc" twice.)

class Solution **{**

public**:**

bool repeatedSubstringPattern**(**string s**)** **{**

int n **=** s**.**size**();**

vector**<**int**>** f**(**n**,** 0**);**

**for(**int i **=** 1**,** len **=** 0**;** i **<** n**;)** **{**

**if** **(**s**[**i**]** **==** s**[**len**])** f**[**i**++]** **=** **++**len**;**

**else** **if** **(**len**)** len **=** f**[**len**-**1**];**

**else** f**[**i**++]** **=** 0**;**

**}**

**return** f**[**n**-**1**]** **&&** n **%** **(**n**-**f**[**n**-**1**])** **==** 0**;**

**}**

**};**

### 460. LFU Cache★★

Hard

Design and implement a data structure for [Least Frequently Used (LFU)](https://en.wikipedia.org/wiki/Least_frequently_used) cache. It should support the following operations: get and put.

get(key) - Get the value (will always be positive) of the key if the key exists in the cache, otherwise return -1.  
put(key, value) - Set or insert the value if the key is not already present. When the cache reaches its capacity, it should invalidate the least frequently used item before inserting a new item. For the purpose of this problem, when there is a tie (i.e., two or more keys that have the same frequency), the least **recently** used key would be evicted.

Note that the number of times an item is used is the number of calls to the get and put functions for that item since it was inserted. This number is set to zero when the item is removed.

**Follow up:**  
Could you do both operations in **O(1)** time complexity?

**Example:**

LFUCache cache = new LFUCache( 2 /\* capacity \*/ );

cache.put(1, 1);

cache.put(2, 2);

cache.get(1); // returns 1

cache.put(3, 3); // evicts key 2

cache.get(2); // returns -1 (not found)

cache.get(3); // returns 3.

cache.put(4, 4); // evicts key 1.

cache.get(1); // returns -1 (not found)

cache.get(3); // returns 3

cache.get(4); // returns 4

class LFUCache {

private:

struct LRU {

LRU(int cnt) : cnt(cnt) {}

int cnt;

list<pair<int, int>> myList;

unordered\_map<int, list<pair<int, int>>::iterator> mp;

};

public:

LFUCache(int capacity) : capacity(capacity){}

int get(int key) {

if (!capacity ||!LRUCache.count(key)) return -1;

auto lru = LRUCache[key], next\_lru = next(lru);

int value = lru->mp[key]->second, cnt = lru->cnt + 1;

if (next\_lru == LRUList.end() || next\_lru->cnt != cnt) {

next\_lru = LRUList.emplace(next\_lru, cnt);

}

deleteKey(key);

LRUinsertKey(next\_lru, key, value);

return value;

}

void put(int key, int value) {

if (capacity == 0) return;

if (LRUCache.count(key)) {

get(key);

LRUCache[key]->mp[key]->second = value;

return;

}

if (sz++ == capacity) {

deleteKey(LRUList.front().myList.back().first);

--sz;

}

if (LRUList.front().cnt != 1) {

LRUList.emplace\_front(1);

}

LRUinsertKey(LRUList.begin(), key, value);

}

void deleteKey(int key) {

auto lru = LRUCache[key];

lru->myList.erase(lru->mp[key]);

lru->mp.erase(key);

if (lru->myList.empty()) {

LRUList.erase(lru);

}

LRUCache.erase(key);

}

void LRUinsertKey(list<LRU>::iterator lru, int key, int value) {

lru->myList.push\_front({key, value});

lru->mp[key] = lru->myList.begin();

LRUCache[key] = lru;

}

private:

int capacity, sz = 0;

list<LRU> LRUList;

unordered\_map<int, list<LRU>::iterator> LRUCache;

};

/\*\*

\* Your LFUCache object will be instantiated and called as such:

\* LFUCache\* obj = new LFUCache(capacity);

\* int param\_1 = obj->get(key);

\* obj->put(key,value);

\*/

### 461. Hamming Distance

Easy

The [Hamming distance](https://en.wikipedia.org/wiki/Hamming_distance) between two integers is the number of positions at which the corresponding bits are different.

Given two integers x and y, calculate the Hamming distance.

**Note:**  
0 ≤ x, y < 231.

**Example:**

**Input:** x = 1, y = 4

**Output:** 2

**Explanation:**

1 (0 0 0 1)

4 (0 1 0 0)

↑ ↑

The above arrows point to positions where the corresponding bits are different.

class Solution **{**

public**:**

int hammingDistance**(**int x**,** int y**)** **{**

//return bitset<32>(x^y).count();

int res **=** 0**;**

**for** **(**int i **=** 0**;** i **<** 32**;** i**++)** **{**

**if** **((**x**&**1**)** **!=** **(**y**&**1**))** res**++;**

x **>>=** 1**;**

y **>>=** 1**;**

**}**

**return** res**;**

**}**

**};**

### 462. Minimum Moves to Equal Array Elements II

Medium

Given a **non-empty** integer array, find the minimum number of moves required to make all array elements equal, where a move is incrementing a selected element by 1 or decrementing a selected element by 1.

You may assume the array's length is at most 10,000.

**Example:**

**Input:**

[1,2,3]

**Output:**

2

**Explanation:**

Only two moves are needed (remember each move increments or decrements one element):

[1,2,3] => [2,2,3] => [2,2,2]

class Solution {

public:

    int minMoves2(vector<int>& nums) {

        int half = nums.size()/2, res = 0;

        nth\_element(nums.begin(), nums.begin() + half, nums.end());

        int med = nums[half];

        for (const auto &i : nums) res += abs(i-med);

        return res;

    }

};

### 463. Island Perimeter

Easy

You are given a map in form of a two-dimensional integer grid where 1 represents land and 0 represents water.

Grid cells are connected horizontally/vertically (not diagonally). The grid is completely surrounded by water, and there is exactly one island (i.e., one or more connected land cells).

The island doesn't have "lakes" (water inside that isn't connected to the water around the island). One cell is a square with side length 1. The grid is rectangular, width and height don't exceed 100. Determine the perimeter of the island.

**Example:**

**Input:**

[[0,1,0,0],

[1,1,1,0],

[0,1,0,0],

[1,1,0,0]]

**Output:** 16

**Explanation:** The perimeter is the 16 yellow stripes in the image below:



class Solution **{**

public**:**

int islandPerimeter**(**vector**<**vector**<**int**>>&** grid**)** **{**

int n **=** grid**.**size**(),** m **=** grid**[**0**].**size**();**

int res **=** 0**;**

**for** **(**int i **=** 0**;**i **<** n**;** i**++)** **{**

**for** **(**int j **=** 0**;** j **<** m**;** j**++)** **{**

**if** **(**grid**[**i**][**j**]** **==** 1**)** **{**

res **+=** 4**;**

**if** **(**i **&&** grid**[**i**-**1**][**j**]** **==** 1**)** res **-=** 2**;**

**if** **(**j **&&** grid**[**i**][**j**-**1**]** **==** 1**)** res **-=** 2**;**

**}**

**}**

**}**

**return** res**;**

**}**

**};**

### 464. Can I Win★

Medium

In the "100 game" two players take turns adding, to a running total, any integer from 1 to 10. The player who first causes the running total to **reach or exceed** 100 wins.

What if we change the game so that players **cannot** re-use integers?

For example, two players might take turns drawing from a common pool of numbers from 1 to 15 without replacement until they reach a total >= 100.

Given two integers maxChoosableInteger and desiredTotal, return true if the first player to move can force a win, otherwise return false. Assume both players play **optimally**.

**Example 1:**

**Input:** maxChoosableInteger = 10, desiredTotal = 11

**Output:** false

No matter which integer the first player choose, the first player will lose.The first player can choose an integer from 1 up to 10.If the first player choose 1, the second player can only choose integers from 2 up to 10.The second player will win by choosing 10 and get a total = 11, which is >= desiredTotal.Same with other integers chosen by the first player, the second player will always win.

**Example 2:**

**Input:** maxChoosableInteger = 10, desiredTotal = 0

**Output:** true

**Example 3:**

**Input:** maxChoosableInteger = 10, desiredTotal = 1

**Output:** true

**Constraints:**

* 1 <= maxChoosableInteger <= 20
* 0 <= desiredTotal <= 300

class Solution {

public:

    bool canIWin(int M, int T) {

        int S = M\*(M+1)/2;

        if (M >= T) return true;

        else if (S < T) return false;

        else if (S == T)  return M%2;

        else return dfs(M, T, 0);

    }

private:

    unordered\_map<int, bool> m;

    //状态0100..11100 能否赢

    bool dfs(int M, int T, int k) {

        if (T <= 0)  return false;

        if (m.count(k)) return m[k];

        for (int i = 0; i < M; ++i) {

            if (!(k & 1<<i) && !dfs(M, T-i-1, k | 1<<i)) {

                return m[k] = true;

            }

        }

        return m[k] = false;

    }

};

### [465. Optimal Account Balancing](https://leetcode-cn.com/problems/optimal-account-balancing/)★★

A group of friends went on holiday and sometimes lent each other money. For example, Alice paid for Bill's lunch for $10. Then later Chris gave Alice $5 for a taxi ride. We can model each transaction as a tuple (x, y, z) which means person x gave person y $z. Assuming Alice, Bill, and Chris are person 0, 1, and 2 respectively (0, 1, 2 are the person's ID), the transactions can be represented as [[0, 1, 10], [2, 0, 5]].

Given a list of transactions between a group of people, return the minimum number of transactions required to settle the debt.

**Note:**

1. A transaction will be given as a tuple (x, y, z). Note that x ≠ y and z > 0.
2. Person's IDs may not be linear, e.g. we could have the persons 0, 1, 2 or we could also have the persons 0, 2, 6.

**Example 1:**

**Input:**

[[0,1,10], [2,0,5]]

**Output:**

2

**Explanation:**

Person #0 gave person #1 $10.

Person #2 gave person #0 $5.

Two transactions are needed. One way to settle the debt is person #1 pays person #0 and #2 $5 each.

**Example 2:**

**Input:**

[[0,1,10], [1,0,1], [1,2,5], [2,0,5]]

**Output:**

1

**Explanation:**

Person #0 gave person #1 $10.

Person #1 gave person #0 $1.

Person #1 gave person #2 $5.

Person #2 gave person #0 $5.

Therefore, person #1 only need to give person #0 $4, and all debt is settled.

class Solution {

public:

    int minTransfers(vector<vector<int>>& transactions) {

        unordered\_map<int, int> m;

        for (const auto &t : transactions) {

            m[t[0]] -= t[2];  m[t[1]] += t[2];

        }

        vector<int> v;

        for\_each(m.begin(), m.end(),

[&v](auto it){if (it.second) v.emplace\_back(it.second);});

        helper(v, 0, v.size(), 0);

        return res;

    }

    int res = INT\_MAX;

    void helper(vector<int> &v, int start, int n, int cnt) {

        if (cnt >= res) return;

        while (start < n && v[start] == 0) ++start;

        if (start == n) res = min(res, cnt);

        else for (int i = start + 1; i < n; ++i) {

            if (v[start]  \* v[i] < 0) {

                v[i] += v[start];

                helper(v, start + 1, n, cnt + 1);

                v[i] -= v[start];

            }

        }

    }

};

### 466. Count The Repetitions★★

Hard

Define S = [s,n] as the string S which consists of n connected strings s. For example, ["abc", 3] ="abcabcabc".

On the other hand, we define that string s1 can be obtained from string s2 if we can remove some characters from s2 such that it becomes s1. For example, “abc” can be obtained from “abdbec” based on our definition, but it can not be obtained from “acbbe”.

You are given two non-empty strings s1 and s2 (each at most 100 characters long) and two integers 0 ≤ n1 ≤ 106 and 1 ≤ n2 ≤ 106. Now consider the strings S1 and S2, where S1=[s1,n1] and S2=[s2,n2]. Find the maximum integer M such that [S2,M] can be obtained from S1.

**Example:**

Input:

s1="acb", n1=4

s2="ab", n2=2

Return:

2

class Solution {

public:

//same as 418

int getMaxRepetitions(string s1, int n1, string s2, int n2) {

int n = s2.length();

// s2中 每个字符开头，能在 s1中 重复多少次

vector<int> repeatNum(n);

// s2中 每个字符开头，尽可能重复，下一次在 s1中 出现的第一个字符的索引

vector<int> nextChar(n);

for (int i = 0; i < n; i++) {

int cnt = 0, idx = i;

for (auto c : s1) {

if (c == s2[idx]) {

if (++idx == n) {

idx = 0;

cnt++;

}

}

}

nextChar[i] = idx;

repeatNum[i] = cnt;

}

int res = 0, next = 0;

while (n1--) {

res += repeatNum[next];

next = nextChar[next];

}

return res / n2;

}

};

### 467. Unique Substrings in Wraparound String★

Medium

Consider the string s to be the infinite wraparound string of "abcdefghijklmnopqrstuvwxyz", so s will look like this: "...zabcdefghijklmnopqrstuvwxyzabcdefghijklmnopqrstuvwxyzabcd....".

Now we have another string p. Your job is to find out how many unique non-empty substrings of p are present in s. In particular, your input is the string p and you need to output the number of different non-empty substrings of p in the string s.

**Note:** p consists of only lowercase English letters and the size of p might be over 10000.

**Example 1:**

**Input:** "a"

**Output:** 1

**Explanation:** Only the substring "a" of string "a" is in the string s.

**Example 2:**

**Input:** "cac"

**Output:** 2

**Explanation:** There are two substrings "a", "c" of string "cac" in the string s.

**Example 3:**

**Input:** "zab"

**Output:** 6

**Explanation:** There are six substrings "z", "a", "b", "za", "ab", "zab" of string "zab" in the string s.

class Solution {

public:

int findSubstringInWraproundString(string p) {

vector<int> v(26, 0);

int len = 0;

for (int i = 0; i < p.size(); i++) {

int cur = p[i] - 'a';

if (i > 0 && p[i - 1] != (cur + 26 - 1) % 26 + 'a') len = 0;

v[cur] = max(v[cur], ++len);

}

return accumulate(v.begin(), v.end(), 0);

}

};

### 468. Validate IP Address★

Medium

Write a function to check whether an input string is a valid IPv4 address or IPv6 address or neither.

**IPv4** addresses are canonically represented in dot-decimal notation, which consists of four decimal numbers, each ranging from 0 to 255, separated by dots ("."), e.g.,172.16.254.1;

Besides, leading zeros in the IPv4 is invalid. For example, the address 172.16.254.01 is invalid.

**IPv6** addresses are represented as eight groups of four hexadecimal digits, each group representing 16 bits. The groups are separated by colons (":"). For example, the address 2001:0db8:85a3:0000:0000:8a2e:0370:7334 is a valid one. Also, we could omit some leading zeros among four hexadecimal digits and some low-case characters in the address to upper-case ones, so 2001:db8:85a3:0:0:8A2E:0370:7334 is also a valid IPv6 address(Omit leading zeros and using upper cases).

However, we don't replace a consecutive group of zero value with a single empty group using two consecutive colons (::) to pursue simplicity. For example, 2001:0db8:85a3::8A2E:0370:7334 is an invalid IPv6 address.

Besides, extra leading zeros in the IPv6 is also invalid. For example, the address 02001:0db8:85a3:0000:0000:8a2e:0370:7334 is invalid.

**Note:** You may assume there is no extra space or special characters in the input string.

**Example 1:**

**Input:** "172.16.254.1"

**Output:** "IPv4"

**Explanation:** This is a valid IPv4 address, return "IPv4".

**Example 2:**

**Input:** "2001:0db8:85a3:0:0:8A2E:0370:7334"

**Output:** "IPv6"

**Explanation:** This is a valid IPv6 address, return "IPv6".

**Example 3:**

**Input:** "256.256.256.256"

**Output:** "Neither"

**Explanation:** This is neither a IPv4 address nor a IPv6 address.

class Solution {

public:

    string validIPAddress(string IP) {

regex ipv4("^(?:(25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]\\d|\\d)(\\.(?!$)|$)){4}$");

        regex ipv6("^([0-9a-fA-F]{1,4}:){7}[0-9a-fA-F]{1,4}$");

        if (regex\_match(IP,ipv4)) return "IPv4";

        else if (regex\_match(IP,ipv6)) return "IPv6";

        else return "Neither";

    }

};

### [469. Convex Polygon](https://leetcode-cn.com/problems/convex-polygon/)

Given a list of points that form a polygon when joined sequentially, find if this polygon is convex [(Convex polygon definition)](https://en.wikipedia.org/wiki/Convex_polygon).

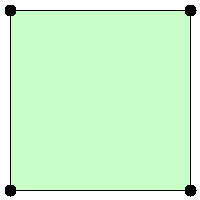
**Note:**

1. There are at least 3 and at most 10,000 points.
2. Coordinates are in the range -10,000 to 10,000.
3. You may assume the polygon formed by given points is always a simple polygon[(Simple polygon definition)](https://en.wikipedia.org/wiki/Simple_polygon). In other words, we ensure that exactly two edges intersect at each vertex, and that edges otherwise **don't intersect each other**.

**Example 1:**

[[0,0],[0,1],[1,1],[1,0]]

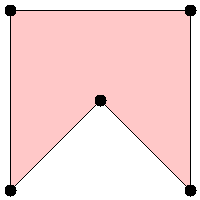
Answer: True

Explanation:

**Example 2:**

[[0,0],[0,10],[10,10],[10,0],[5,5]]

Answer: False

Explanation:

class Solution {

public:

    bool isConvex(vector<vector<int>>& points) {

        int n = points.size();

        long pre = 0;

        points.push\_back(points[0]);

        points.push\_back(points[1]);

        for (int i = 0; i < n; i++) {

            int dx1 = points[i + 1][0] - points[i][0];

            int dy1 = points[i + 1][1] - points[i][1];

            int dx2 = points[i + 2][0] - points[i][0];

            int dy2 = points[i + 2][1] - points[i][1];

            long cur = dx1 \* dy2 - dx2 \* dy1;

            if (cur != 0) {

                if (cur \* pre < 0) {

                    return false;

                }

                pre = cur;

            }

        }

        return true;

    }

};

### 470. Implement Rand10() Using Rand7()

Medium

Given a function rand7 which generates a uniform random integer in the range 1 to 7, write a function rand10 which generates a uniform random integer in the range 1 to 10.

Do NOT use system's Math.random().

**Example 1:**

**Input:** 1

**Output:** [7]

**Example 2:**

**Input:** 2

**Output:** [8,4]

**Example 3:**

**Input:** 3

**Output:** [8,1,10]

**Note:**

1. rand7 is predefined.
2. Each testcase has one argument: n, the number of times that rand10 is called.

**Follow up:**

1. What is the [expected value](https://en.wikipedia.org/wiki/Expected_value) for the number of calls to rand7() function?
2. Could you minimize the number of calls to rand7()?

// The rand7() API is already defined for you.

// int rand7();

// @return a random integer in the range 1 to 7

class Solution **{**

public**:**

int rand10**()** **{**

**while** **(**1**)** **{**

int num **=** 7 **\*** **(**rand7**()** **-** 1**)** **+** **(**rand7**()** **-** 1**);**

int ret **=** 1 **+** num**/**4**;**

**if** **(**ret **<** 11**)** **return** ret**;**

**}**

**}**

**};**

### [471. Encode String with Shortest Length](https://leetcode-cn.com/problems/encode-string-with-shortest-length/)★★

Given a **non-empty** string, encode the string such that its encoded length is the shortest.

The encoding rule is: k[encoded\_string], where the *encoded\_string* inside the square brackets is being repeated exactly *k* times.

**Note:**

1. *k* will be a positive integer and encoded string will not be empty or have extra space.
2. You may assume that the input string contains only lowercase English letters. The string's length is at most 160.
3. If an encoding process does not make the string shorter, then do not encode it. If there are several solutions, return any of them is fine.

**Example 1:**

Input: "aaa"

Output: "aaa"

Explanation: There is no way to encode it such that it is shorter than the input string, so we do not encode it.

**Example 2:**

Input: "aaaaa"

Output: "5[a]"

Explanation: "5[a]" is shorter than "aaaaa" by 1 character.

**Example 3:**

Input: "aaaaaaaaaa"

Output: "10[a]"

Explanation: "a9[a]" or "9[a]a" are also valid solutions, both of them have the same length = 5, which is the same as "10[a]".

**Example 4:**

Input: "aabcaabcd"

Output: "2[aabc]d"

Explanation: "aabc" occurs twice, so one answer can be "2[aabc]d".

**Example 5:**

Input: "abbbabbbcabbbabbbc"

Output: "2[2[abbb]c]"

Explanation: "abbbabbbc" occurs twice, but "abbbabbbc" can also be encoded to "2[abbb]c", so one answer can be "2[2[abbb]c]".

class Solution {

public:

    string encode(string s) {

        int n = s.size();

        vector<vector<string>> dp(n, vector<string>(n));

        for(int len=1; len <= n; ++len) {

            for(int i = 0, j = i+len-1; j < n; ++i, ++j){

                string& t = dp[i][j] = s.substr(i, len);

                if (len >= 5) {

                    //判断是不是可循环

                    int p = (t+t).find(t, 1);

                    if (p < t.size()){

                        t = to\_string(t.size()/p)

+ "[" + dp[i][i+p-1] + "]";

                    }

                    for (int k = i; k < j; ++k) {

                        if (dp[i][k].size() + dp[k+1][j].size()  < t.size()){

                            t =  dp[i][k] + dp[k+1][j];

                        }

                    }

                }

            }

        }

        return dp[0][n-1];

    }

};

### 472. Concatenated Words★★

Hard

Given a list of words (**without duplicates**), please write a program that returns all concatenated words in the given list of words.

A concatenated word is defined as a string that is comprised entirely of at least two shorter words in the given array.

**Example:**

**Input:** ["cat","cats","catsdogcats","dog","dogcatsdog","hippopotamuses","rat","ratcatdogcat"]

**Output:** ["catsdogcats","dogcatsdog","ratcatdogcat"]

**Explanation:** "catsdogcats" can be concatenated by "cats", "dog" and "cats";   
 "dogcatsdog" can be concatenated by "dog", "cats" and "dog";   
"ratcatdogcat" can be concatenated by "rat", "cat", "dog" and "cat".

**Note:**

1. The number of elements of the given array will not exceed 10,000
2. The length sum of elements in the given array will not exceed 600,000.
3. All the input string will only include lower case letters.
4. The returned elements order does not matter.

class Trie {

public:

void insert(const string &s) {

Trie \*p = this;

for (auto c : s) {

if (!p->mp.count(c)) {

p->mp[c] = new Trie();

}

p = p->mp[c];

}

p->isWord = true;

}

bool isWord = false;

unordered\_map<char, Trie\*> mp;

};

class Solution {

public:

vector<string> findAllConcatenatedWordsInADict(vector<string>& words) {

root = new Trie();

for (const auto &s : words) root->insert(s);

vector<string> res;

for (const auto &s : words) {

if (isConcatenatedWord(0, s.length(), s, root, 0)) {

res.push\_back(s);

}

}

return res;

}

private:

Trie \*root;

bool isConcatenatedWord(int i, int n, const string &s, Trie \*p, int cnt) {

if (i >= n || !p->mp.count(s[i])) return false;

p = p->mp[s[i]];

if (p->isWord) {

if (i == n-1) return cnt > 0;

if (isConcatenatedWord(i+1, n, s, root, cnt+1)) return true;

}

return isConcatenatedWord(i+1, n, s, p, cnt);

}

};

### 473. Matchsticks to Square★★

Medium

Remember the story of Little Match Girl? By now, you know exactly what matchsticks the little match girl has, please find out a way you can make one square by using up all those matchsticks. You should not break any stick, but you can link them up, and each matchstick must be used **exactly** one time.

Your input will be several matchsticks the girl has, represented with their stick length. Your output will either be true or false, to represent whether you could make one square using all the matchsticks the little match girl has.

**Example 1:**

**Input:** [1,1,2,2,2]

**Output:** true

**Explanation:** You can form a square with length 2, one side of the square came two sticks with length 1.

**Example 2:**

**Input:** [3,3,3,3,4]

**Output:** false

**Explanation:** You cannot find a way to form a square with all the matchsticks.

**Note:**

1. The length sum of the given matchsticks is in the range of 0 to 10^9.
2. The length of the given matchstick array will not exceed 15.

class Solution {

public:

    bool makesquare(vector<int>& nums) {

        int n = nums.size(), all = 1 << n;

        if (n < 4) return false;

        vector<int> dp(all, -1);

        dp[0] = 0;

        int S = accumulate(nums.begin(), nums.end(), 0);

        if (S % 4 != 0) return false;

        S /= 4;

        sort(nums.begin(), nums.end(), greater<int>());

        if (nums[0] > S) return false;

        for(int i = 0; i < all; i++) {

            if (dp[i] == -1) continue;

            for(int j = 0; j < n; j++) {

                int temp = i | (1 << j);

                if (temp != i) {

                    if (nums[j] > S - dp[i]) break;

                    dp[temp] = (nums[j] + dp[i]) % S;

                }

            }

        }

        return dp.back() != -1;

    }

};

class Solution {

public:

    bool makesquare(vector<int>& nums) {

        if (nums.size() < 4) return false;

        int sum = accumulate(nums.begin(), nums.end(), 0);

        if (sum % 4 != 0) return false;

        sort(nums.begin(), nums.end());

        vector<int> lens(4, sum/4);

        return dfs(nums, nums.size()-1, lens);

    }

private:

    bool dfs(vector<int> &nums, int cur, vector<int> &lens) {

        if (cur < 0) return true;

        for (int i = 0; i < 4; ++i) {

            if (lens[i] - nums[cur] >= 0) {

                lens[i] -= nums[cur];

                if (dfs(nums, cur-1, lens)) return true;

                lens[i] += nums[cur];

            }

        }

        return false;

    }

};

### 474. Ones and Zeroes

Medium

In the computer world, use restricted resource you have to generate maximum benefit is what we always want to pursue.

For now, suppose you are a dominator of **m** 0s and **n** 1s respectively. On the other hand, there is an array with strings consisting of only 0s and 1s.

Now your task is to find the maximum number of strings that you can form with given **m** 0s and **n** 1s. Each 0 and 1 can be used at most **once**.

**Note:**

1. The given numbers of 0s and 1s will both not exceed 100
2. The size of given string array won't exceed 600.

**Example 1:**

**Input:** Array = {"10", "0001", "111001", "1", "0"}, m = 5, n = 3

**Output:** 4

**Explanation:** This are totally 4 strings can be formed by the using of 5 0s and 3 1s, which are “10,”0001”,”1”,”0”

**Example 2:**

**Input:** Array = {"10", "0", "1"}, m = 1, n = 1

**Output:** 2

**Explanation:** You could form "10", but then you'd have nothing left. Better form "0" and "1".

class Solution **{**

public**:**

int findMaxForm**(**vector**<**string**>&** strs**,** int m**,** int n**)** **{**

vector**<**vector**<**int**>>** dp**(**m**+**1**,**vector**<**int**>(**n**+**1**,** 0**));**

**for** **(**auto **&**s**:** strs**)** **{**

int ones **=** count**(**s**.**begin**(),** s**.**end**(),** '1'**);**

int zeros **=** s**.**size**()-**ones**;**

**for** **(**int i **=** m**;** i **>=** zeros**;** i**--)**

**for** **(**int j **=** n**;** j **>=** ones**;** j**--)**

dp**[**i**][**j**]** **=** max**(**dp**[**i**][**j**],** dp**[**i**-**zeros**][**j**-**ones**]** **+** 1**);**

**}**

**return** dp**[**m**][**n**];**

**}**

**};**

### 475. Heaters

Easy

Winter is coming! Your first job during the contest is to design a standard heater with fixed warm radius to warm all the houses.

Now, you are given positions of houses and heaters on a horizontal line, find out minimum radius of heaters so that all houses could be covered by those heaters.

So, your input will be the positions of houses and heaters seperately, and your expected output will be the minimum radius standard of heaters.

**Note:**

1. Numbers of houses and heaters you are given are non-negative and will not exceed 25000.
2. Positions of houses and heaters you are given are non-negative and will not exceed 10^9.
3. As long as a house is in the heaters' warm radius range, it can be warmed.
4. All the heaters follow your radius standard and the warm radius will the same.

**Example 1:**

**Input:** [1,2,3],[2]

**Output:** 1

**Explanation:** The only heater was placed in the position 2, and if we use the radius 1 standard, then all the houses can be warmed.

**Example 2:**

**Input:** [1,2,3,4],[1,4]

**Output:** 1

**Explanation:** The two heater was placed in the position 1 and 4. We need to use radius 1 standard, then all the houses can be warmed.

class Solution {

public:

    int findRadius(vector<int>& house, vector<int>& heat) {

        sort(heat.begin(), heat.end());

        int minRadius = 0, n = house.size();

        for (int i = 0; i < n; ++i) {

            auto big = lower\_bound(heat.begin(), heat.end(), house[i]);

            int curRadius = INT\_MAX;

            if (big != heat.end()) curRadius = \*big - house[i];

            if (big != heat.begin()) {

                auto small = big - 1;

                curRadius = min(curRadius, house[i] - \*small);

            }

            minRadius = max(minRadius, curRadius);

        }

        return minRadius;

    }

};

### 476. Number Complement

Easy

Given a positive integer, output its complement number. The complement strategy is to flip the bits of its binary representation.

**Note:**

1. The given integer is guaranteed to fit within the range of a 32-bit signed integer.
2. You could assume no leading zero bit in the integer’s binary representation.

**Example 1:**

**Input:** 5

**Output:** 2

**Explanation:** The binary representation of 5 is 101 (no leading zero bits), and its complement is 010. So you need to output 2.

**Example 2:**

**Input:** 1

**Output:** 0

**Explanation:** The binary representation of 1 is 1 (no leading zero bits), and its complement is 0. So you need to output 0.

class Solution **{**

public**:**

int findComplement**(**int num**)** **{**

**for(**unsigned i **=** 1**;** i **<=** num**;** i **<<=** 1**)** num **^=** i**;**

**return** num**;**

**}**

**};**

class Solution {

public:

    int findComplement(int num) {

        int cnt = 0, n = num;

        while (n) {

            n >>= 1;

            cnt++;

        }

        return  (static\_cast<long long> (1) << cnt) - num - 1;

    }

};

### 477. Total Hamming Distance

Medium

The [Hamming distance](https://en.wikipedia.org/wiki/Hamming_distance) between two integers is the number of positions at which the corresponding bits are different.

Now your job is to find the total Hamming distance between all pairs of the given numbers.

**Example:**

**Input:** 4, 14, 2

**Output:** 6

**Explanation:** In binary representation, the 4 is 0100, 14 is 1110, and 2 is 0010 (just

showing the four bits relevant in this case). So the answer will be:

HammingDistance(4, 14) + HammingDistance(4, 2) + HammingDistance(14, 2) = 2 + 2 + 2 = 6.

**Note:**

1. Elements of the given array are in the range of 0 to 10^9
2. Length of the array will not exceed 10^4.

class Solution **{**

public**:**

int totalHammingDistance**(**vector**<**int**>&** nums**)** **{**

int res **=** 0**,** n **=** nums**.**size**();**

**for** **(**int i **=** 0**;** i **<** 32**;** **++**i**)** **{**

int cnt **=** 0**;**

**for** **(**auto **&**num **:** nums**)** **{**

**if** **(**num **&** **(**1 **<<** i**))** **++**cnt**;**

**}**

res **+=** cnt **\*** **(**n **-** cnt**);**

**}**

**return** res**;**

**}**

**};**

### 478. Generate Random Point in a Circle★★

Medium

110186FavoriteShare

Given the radius and x-y positions of the center of a circle, write a function randPoint which generates a uniform random point in the circle.

Note:

1. input and output values are in [floating-point](https://www.webopedia.com/TERM/F/floating_point_number.html).
2. radius and x-y position of the center of the circle is passed into the class constructor.
3. a point on the circumference of the circle is considered to be in the circle.
4. randPoint returns a size 2 array containing x-position and y-position of the random point, in that order.

**Example 1:**

**Input:**

["Solution","randPoint","randPoint","randPoint"]

[[1,0,0],[],[],[]]

**Output:** [null,[-0.72939,-0.65505],[-0.78502,-0.28626],[-0.83119,-0.19803]]

**Example 2:**

**Input:**

["Solution","randPoint","randPoint","randPoint"]

[[10,5,-7.5],[],[],[]]

**Output:** [null,[11.52438,-8.33273],[2.46992,-16.21705],[11.13430,-12.42337]]

**Explanation of Input Syntax:**

The input is two lists: the subroutines called and their arguments. Solution's constructor has three arguments, the radius, x-position of the center, and y-position of the center of the circle. randPoint has no arguments. Arguments are always wrapped with a list, even if there aren't any.

class Solution {

public:

    Solution(double r, double x, double y) :r(r), x(x), y(y) {}

    vector<double> randPoint() {

        double xx, yy;

        do {

            xx = uni(rng);

            yy = uni(rng);

        } while (xx\*xx + yy\*yy > 1);

        return vector<double> {r\*xx + x, r\*yy + y};

    }

private:

    double r, x, y;

    //c++11 random floating point number generation

    mt19937 rng{random\_device{}()};

    uniform\_real\_distribution<double> uni{-1, 1};

};

class Solution {

public:

    Solution(double r, double x, double y) :r(r), x(x), y(y) {}

    vector<double> randPoint() {

        double d = r \* sqrt(uni(rng));

        double theta = uni(rng) \* (2 \* M\_PI);

        return {d \* cos(theta) + x, d \* sin(theta) + y};

    }

private:

    double r, x, y;

    //c++11 random floating point number generation

    mt19937 rng{random\_device{}()};

    uniform\_real\_distribution<double> uni{0, 1};

};

/\*

在半径r、R上的点应该满足f(r)/r = f(R)/R = C

由归一性得f(x) = 2x

现在问题是已经有U (0,1均匀分布，f(x)=1)该如何得到V (f(x)为2x)

Fu(x) = P(U < x) = x = Fv(Fv^-1(x)) = P(V < Fv^-1(x)) = P(Fv(V) < x)

所以U = Fv(V)=V^2， 即V=sqrt(U)

\*/

### 479. Largest Palindrome Product

Hard

Find the largest palindrome made from the product of two n-digit numbers.

Since the result could be very large, you should return the largest palindrome mod 1337.

**Example:**

Input: 2

Output: 987

Explanation: 99 x 91 = 9009, 9009 % 1337 = 987

**Note:**

The range of n is [1,8].

### 480. Sliding Window Median★★

Hard

Median is the middle value in an ordered integer list. If the size of the list is even, there is no middle value. So the median is the mean of the two middle value.

Examples:

[2,3,4] , the median is 3

[2,3], the median is (2 + 3) / 2 = 2.5

Given an array *nums*, there is a sliding window of size *k* which is moving from the very left of the array to the very right. You can only see the *k* numbers in the window. Each time the sliding window moves right by one position. Your job is to output the median array for each window in the original array.

For example,  
Given *nums* = [1,3,-1,-3,5,3,6,7], and *k* = 3.

Window position Median

--------------- -----

[1 3 -1] -3 5 3 6 7 1

1 [3 -1 -3] 5 3 6 7 -1

1 3 [-1 -3 5] 3 6 7 -1

1 3 -1 [-3 5 3] 6 7 3

1 3 -1 -3 [5 3 6] 7 5

1 3 -1 -3 5 [3 6 7] 6

Therefore, return the median sliding window as [1,-1,-1,3,5,6].

**Note:**   
You may assume k is always valid, ie: k is always smaller than input array's size for non-empty array.

class Solution {

public:

    vector<double> medianSlidingWindow(vector<int>& nums, int k) {

        vector<double> res;

        unordered\_map<int, int> hash;

        priority\_queue<int, vector<int>> low;

        priority\_queue<int, vector<int>, greater<int>> high;

        int i = 0;

        while (i < k) low.push(nums[i++]);

        for (int i = k/2; i > 0; --i) {

            high.push(low.top());

            low.pop();

        }

        auto pop\_invalid\_element = [&hash](auto &pq) {

            while (!pq.empty() && hash[pq.top()])  {

                --hash[pq.top()];

                pq.pop();

            }

        };

        while (true) {

            pop\_invalid\_element(low);

            pop\_invalid\_element(high);

            if (k % 2) res.push\_back(low.top());

            else res.push\_back(((double)low.top() + high.top()) / 2);

            if (i == nums.size()) break;

            int out = nums[i-k], in = nums[i++], balance = 0;

            hash[out]++;

            if (out <= low.top()) {

                --balance;

                pop\_invalid\_element(low);

            }

            else {

                ++balance;

                pop\_invalid\_element(high);

            }

            // now the top element is always valid

            // the reason when low is empty we put 'in' into high is

            // high is not always empty, and we should put it in high

            // to sort it

            if (!low.empty() && in <= low.top())  {

                ++balance; low.push(in);

            }

            else {

                --balance; high.push(in);

            }

            //note: balance == -2 or 2 or 0

            //now the top element is always valid

            if (balance < 0)  {

                low.push(high.top()); high.pop();

            }

            else if (balance > 0)  {

                high.push(low.top()); low.pop();

            }

        }

        return res;

    }

};

/\*

multiset插入相同数，为upper\_bound返回值之前插入，即插入数在相同数的最后面

删除数为lower\_bound，即删除数为相同数的最前面

\*/

class Solution {

public:

    vector<double> medianSlidingWindow(vector<int>& nums, int k) {

        vector<double> res;

        multiset<int> window(nums.begin(), nums.begin() + k);

        auto mid = next(window.begin(), k / 2);

        for (int i = k;; i++) {

            res.push\_back(((double)(\*mid)+\*next(mid, k % 2 - 1))\*0.5);

            if (i == nums.size()) break;

            window.insert(nums[i]);

            if (nums[i] < \*mid)  mid--;

            if (nums[i - k] <= \*mid) mid++;

            window.erase(window.lower\_bound(nums[i - k]));

        }

        return res;

    }

};

//一个复杂但易懂的版本

class Solution {

public:

    vector<double> medianSlidingWindow(vector<int>& nums, int k) {

        vector<double> res;

        multiset<int> window(nums.begin(), nums.begin() + k);

        auto mid = next(window.begin(), k / 2);

        for (int i = k;; i++) {

            res.push\_back(((double)(\*mid)+\*prev(mid, 1 - k % 2))\*0.5);

            if (i == nums.size()) break;

            window.insert(nums[i]);

            if (nums[i] < \*mid && nums.size() % 2 == 1) --mid;

            else if (nums[i] >= \*mid && nums.size() % 2 == 0) ++mid;

            auto it = window.lower\_bound(nums[i - k]);

            if (it == mid)  (nums.size() % 2 == 1) ? ++mid : --mid;

            else if (nums[i-k] <= \*mid && nums.size() % 2 == 1) ++mid;

            else if(nums[i-k] > \*mid && nums.size() % 2 == 0) --mid;

            window.erase(it);

        }

        return res;

    }

};

### 481. Magical String

Medium

A magical string **S** consists of only '1' and '2' and obeys the following rules:

The string **S** is magical because concatenating the number of contiguous occurrences of characters '1' and '2' generates the string **S** itself.

The first few elements of string **S** is the following: **S** = "1221121221221121122……"

If we group the consecutive '1's and '2's in **S**, it will be:

1 22 11 2 1 22 1 22 11 2 11 22 ......

and the occurrences of '1's or '2's in each group are:

1 2 2 1 1 2 1 2 2 1 2 2 ......

You can see that the occurrence sequence above is the **S** itself.

Given an integer N as input, return the number of '1's in the first N number in the magical string **S**.

**Note:** N will not exceed 100,000.

**Example 1:**

**Input:** 6

**Output:** 3

**Explanation:** The first 6 elements of magical string S is "12211" and it contains three 1's, so return 3.

class Solution {

public:

int magicalString(int n) {

if (n == 1) return 1;

int i = 0;

string s = "1";

char cur = '2';

while (s.length() < n) {

s += string(s[i++]-'0', cur);

cur = (cur == '1' ? '2' : '1');

}

int res = 0;

for (int i = 0; i < n-1; ++i) {

if (s[i] == '1') ++res;

}

return res;

}

};

### 482. License Key Formatting

Easy

You are given a license key represented as a string S which consists only alphanumeric character and dashes. The string is separated into N+1 groups by N dashes.

Given a number K, we would want to reformat the strings such that each group contains *exactly* K characters, except for the first group which could be shorter than K, but still must contain at least one character. Furthermore, there must be a dash inserted between two groups and all lowercase letters should be converted to uppercase.

Given a non-empty string S and a number K, format the string according to the rules described above.

**Example 1:**

**Input:** S = "5F3Z-2e-9-w", K = 4

**Output:** "5F3Z-2E9W"

**Explanation:** The string S has been split into two parts, each part has 4 characters.

Note that the two extra dashes are not needed and can be removed.

**Example 2:**

**Input:** S = "2-5g-3-J", K = 2

**Output:** "2-5G-3J"

**Explanation:** The string S has been split into three parts, each part has 2 characters except the first part as it could be shorter as mentioned above.

**Note:**

1. The length of string S will not exceed 12,000, and K is a positive integer.
2. String S consists only of alphanumerical characters (a-z and/or A-Z and/or 0-9) and dashes(-).
3. String S is non-empty.

class Solution **{**

public**:**

string licenseKeyFormatting**(**string S**,** int K**)** **{**

string res**;**

int cnt **=** 0**;**

**for** **(**auto it **=** S**.**rbegin**();** it **!=** S**.**rend**();** it**++)**

**if** **(\***it **!=** '-'**)** **{**

**if** **(**cnt**++** **%** K **==** 0 **&&** cnt **!=** 1**)** res **+=** '-'**;**

res **+=** toupper**(\***it**);**

**}**

**}**

reverse**(**res**.**begin**(),** res**.**end**());**

**return** res**;**

**}**

**};**

### 483. Smallest Good Base★★

Hard

For an integer n, we call k>=2 a ***good base*** of n, if all digits of n base k are 1.

Now given a string representing n, you should return the smallest good base of n in string format.

**Example 1:**

**Input:** "13"

**Output:** "3"

**Explanation:** 13 base 3 is 111.

**Example 2:**

**Input:** "4681"

**Output:** "8"

**Explanation:** 4681 base 8 is 11111.

**Example 3:**

**Input:** "1000000000000000000"

**Output:** "999999999999999999"

**Explanation:** 1000000000000000000 base 999999999999999999 is 11.

**Note:**

1. The range of n is [3, 10^18].
2. The string representing n is always valid and will not have leading zeros.

/\*

tip

n = a^(k-1) + a^(k-2) + ... + 1

a^(k-1) + a^(k-2) + ... + 1 > a^(k-1)

a^(k-1) + a^(k-2) + ... + 1 < (a+1)^(k-1)

\*/

class Solution {

public:

    using ull = unsigned long long;

    string smallestGoodBase(string nstr) {

        ull n = stoull(nstr);

        for (int k = 63; k >= 3; k--) {

            ull result = try\_k(n, k);

            if (result > 0) return to\_string(result);

        }

        return to\_string(n-1);

    }

private:

    ull try\_k(ull n, int k) {

        double ord = 1.0 / (k-1);

        double root = pow(n, ord);

        ull a = floor(root);

        if (a < 2) return 0;

        ull sum = 0;

        for (int i = 0; i < k; i++) sum = sum \* a + 1;

        if (sum != n) return 0;

        return a;

    }

};

### [484. Find Permutation](https://leetcode-cn.com/problems/find-permutation/)★

By now, you are given a **secret signature** consisting of character 'D' and 'I'. 'D' represents a decreasing relationship between two numbers, 'I' represents an increasing relationship between two numbers. And our **secret signature** was constructed by a special integer array, which contains uniquely all the different number from 1 to n (n is the length of the secret signature plus 1). For example, the secret signature "DI" can be constructed by array [2,1,3] or [3,1,2], but won't be constructed by array [3,2,4] or [2,1,3,4], which are both illegal constructing special string that can't represent the "DI" **secret signature**.

On the other hand, now your job is to find the lexicographically smallest permutation of [1, 2, ... n] could refer to the given **secret signature** in the input.

**Example 1:**

**Input:** "I"

**Output:** [1,2]

**Explanation:** [1,2] is the only legal initial spectial string can construct secret signature "I", where the number 1 and 2 construct an increasing relationship.

**Example 2:**

**Input:** "DI"

**Output:** [2,1,3]

**Explanation:** Both [2,1,3] and [3,1,2] can construct the secret signature "DI",   
but since we want to find the one with the smallest lexicographical permutation, you need to output [2,1,3]

**Note:**

 The input string will only contain the character 'D' and 'I'.

 The length of input string is a positive integer and will not exceed 10,000

class Solution {

public:

    vector<int> findPermutation(string s) {

        int n = s.length();

        vector<int> res(n+1);

        for (int i = 0; i < n+1; ++i) res[i] = i + 1;

        int i = 0;

        while (i < n) {

            if (s[i] == 'I') {i++; continue;}

            int j = i;

            while (i < n && s[i] == 'D') ++i;

            reverse(res.begin() + j, res.begin() + i + 1);

        }

        return res;

    }

};

### 485. Max Consecutive Ones

Easy

Given a binary array, find the maximum number of consecutive 1s in this array.

**Example 1:**

**Input:** [1,1,0,1,1,1]

**Output:** 3

**Explanation:** The first two digits or the last three digits are consecutive 1s.

The maximum number of consecutive 1s is 3.

**Note:**

* The input array will only contain 0 and 1.
* The length of input array is a positive integer and will not exceed 10,000

class Solution **{**

public**:**

int findMaxConsecutiveOnes**(**vector**<**int**>&** nums**)** **{**

int cnt **=** 0**,** res **=** 0**;**

**for** **(**const auto **&**i **:** nums**)** **{**

**if** **(**i**)** res **=** max**(**res**,** **++**cnt**);**

**else** cnt **=** 0**;**

**}**

**return** res**;**

**}**

**};**

### 486. Predict the Winner

Medium

Given an array of scores that are non-negative integers. Player 1 picks one of the numbers from either end of the array followed by the player 2 and then player 1 and so on. Each time a player picks a number, that number will not be available for the next player. This continues until all the scores have been chosen. The player with the maximum score wins.

Given an array of scores, predict whether player 1 is the winner. You can assume each player plays to maximize his score.

**Example 1:**

**Input:** [1, 5, 2]

**Output:** False

**Explanation:** Initially, player 1 can choose between 1 and 2.   
If he chooses 2 (or 1), then player 2 can choose from 1 (or 2) and 5. If player 2 chooses 5, then player 1 will be left with 1 (or 2).   
So, final score of player 1 is 1 + 2 = 3, and player 2 is 5.   
Hence, player 1 will never be the winner and you need to return False.

**Example 2:**

**Input:** [1, 5, 233, 7]

**Output:** True

**Explanation:** Player 1 first chooses 1. Then player 2 have to choose between 5 and 7. No matter which number player 2 choose, player 1 can choose 233.  
Finally, player 1 has more score (234) than player 2 (12), so you need to return True representing player1 can win.

**Note:**

1. 1 <= length of the array <= 20.
2. Any scores in the given array are non-negative integers and will not exceed 10,000,000.
3. If the scores of both players are equal, then player 1 is still the winner.

class Solution {

public:

bool PredictTheWinner(vector<int>& nums) {

int n = nums.size(), S = 0;

if (n % 2 == 0) return true;

dp.resize(n, vector<int>(n, 0));

for (auto &i : nums) sum.push\_back(S += i);

return 2\*f(0, n-1, nums) >= S;

}

private:

vector<vector<int>> dp;

vector<int> sum;

int get\_sum(int i, int j) {

return sum[j] - (i ? sum[i-1] : 0);

}

int f(int i, int j, vector<int> &nums) {

if (i == j) return nums[i];

if (dp[i][j]) return dp[i][j];

return dp[i][j] = max(get\_sum(i+1, j) - f(i+1, j, nums)+nums[i],

get\_sum(i, j-1) - f(i, j-1, nums)+nums[j]);

}

};

### [487. Max Consecutive Ones II](https://leetcode-cn.com/problems/max-consecutive-ones-ii/)

Given a binary array, find the maximum number of consecutive 1s in this array if you can flip at most one 0.

**Example 1:**

**Input:** [1,0,1,1,0]

**Output:** 4

**Explanation:** Flip the first zero will get the the maximum number of consecutive 1s.

After flipping, the maximum number of consecutive 1s is 4.

**Note:**

* The input array will only contain 0 and 1.
* The length of input array is a positive integer and will not exceed 10,000

**Follow up:**  
What if the input numbers come in one by one as an **infinite stream**? In other words, you can't store all numbers coming from the stream as it's too large to hold in memory. Could you solve it efficiently?

class Solution {

public:

    int findMaxConsecutiveOnes(vector<int>& nums) {

        //dpi 为含i个0最长的连续一

        int n = nums.size(), res = 0, dp0 = 0,dp1 = 0;

        for (int i = 0; i < n; ++i) {

            if (nums[i]) {

                ++dp0;

                ++dp1;

            }

            else {

                dp1 = dp0+1;

                dp0 = 0;

            }

            res = max(res, max(dp0, dp1));

        }

        return res;

    }

};

### 488. Zuma Game★★

Hard

Think about Zuma Game. You have a row of balls on the table, colored red(R), yellow(Y), blue(B), green(G), and white(W). You also have several balls in your hand.

Each time, you may choose a ball in your hand, and insert it into the row (including the leftmost place and rightmost place). Then, if there is a group of 3 or more balls in the same color touching, remove these balls. Keep doing this until no more balls can be removed.

Find the minimal balls you have to insert to remove all the balls on the table. If you cannot remove all the balls, output -1.

**Examples:**

**Input:** "WRRBBW", "RB"

**Output:** -1

**Explanation:** WRRBBW -> WRR[R]BBW -> WBBW -> WBB[B]W -> WW

**Input:** "WWRRBBWW", "WRBRW"

**Output:** 2

**Explanation:** WWRRBBWW -> WWRR[R]BBWW -> WWBBWW -> WWBB[B]WW -> WWWW -> empty

**Input:**"G", "GGGGG"

**Output:** 2

**Explanation:** G -> G[G] -> GG[G] -> empty

**Input:** "RBYYBBRRB", "YRBGB"

**Output:** 3

**Explanation:** RBYYBBRRB -> RBYY[Y]BBRRB -> RBBBRRB -> RRRB -> B -> B[B] -> BB[B] -> empty

**Note:**

1. You may assume that the initial row of balls on the table won’t have any 3 or more consecutive balls with the same color.
2. The number of balls on the table won't exceed 20, and the string represents these balls is called "board" in the input.
3. The number of balls in your hand won't exceed 5, and the string represents these balls is called "hand" in the input.
4. Both input strings will be non-empty and only contain characters 'R','Y','B','G','W'.

class Solution {

public:

    int res = INT\_MAX;

    int findMinStep(string board, string hand) {

        vector<int> cnts(26);

        for(const auto& ch : hand) ++cnts[ch - 'A'];

        dfs(board, cnts, 0);

        return res == INT\_MAX ? -1 : res;

    }

private:

    void dfs(const string& s, vector<int>& cnts, int step) {

        if (step >= res) return;

        if (s.empty()) {

            res = min(res, step);

            return;

        }

        for (int i = 0, j = i; i < s.size(); ++i) {

            if (j + 1 < s.size() && s[j + 1] == s[i]) ++j;

            if (i == j && cnts[s[i] - 'A'] > 1) {

                cnts[s[i] - 'A'] -= 2;

                string tmp = s, t = string(2, s[i]);

                tmp.insert(tmp.begin() + i, t.begin(), t.end());

                dfs(eliminate(tmp), cnts, step + 2);

                cnts[s[i] - 'A'] += 2;

            } else if (j > i) {

                if (cnts[s[i] - 'A'] > 0) {

                    --cnts[s[i] - 'A'];

                    string temp = s;

                    temp.insert(temp.begin() + i, s[i]);

                    dfs(eliminate(temp), cnts, step + 1);

                    ++cnts[s[i] - 'A'];

                }

                for (char ch : {'R', 'Y', 'B', 'G', 'W'}) {

                    if (ch == s[i] || !cnts[ch - 'A']) continue;

                    --cnts[ch - 'A'];

                    string tmp = s;

                    tmp.insert(tmp.begin() + j, ch);

                    dfs(eliminate(tmp), cnts, step + 1);

                    ++cnts[ch - 'A'];

                }

            }

        }

    }

     string eliminate(string &s) {

        string res;

        vector<pair<char, int>> stk;

        for (auto c : s) {

            while (!stk.empty() && stk.back().first != c

&& stk.back().second > 2) stk.pop\_back();

            if (stk.empty() || stk.back().first != c)

                stk.emplace\_back(c, 1);

            else stk.back().second++;

        }

        while (!stk.empty() && stk.back().second > 2) stk.pop\_back();

        for (auto [c, t] : stk) res += string(t, c);

        return res;

    }

};

### [489. Robot Room Cleaner](https://leetcode-cn.com/problems/robot-room-cleaner/)

Given a robot cleaner in a room modeled as a grid.

Each cell in the grid can be empty or blocked.

The robot cleaner with 4 given APIs can move forward, turn left or turn right. Each turn it made is 90 degrees.

When it tries to move into a blocked cell, its bumper sensor detects the obstacle and it stays on the current cell.

Design an algorithm to clean the entire room using only the 4 given APIs shown below.

interface Robot {

  // returns true if next cell is open and robot moves into the cell.

  // returns false if next cell is obstacle and robot stays on the current cell.

  boolean move();

// Robot will stay on the same cell after calling turnLeft/turnRight.

  // Each turn will be 90 degrees.

  void turnLeft();

  void turnRight();

// Clean the current cell.

void clean();

}

**Example:**

**Input:**

room = [

[1,1,1,1,1,0,1,1],

[1,1,1,1,1,0,1,1],

[1,0,1,1,1,1,1,1],

[0,0,0,1,0,0,0,0],

[1,1,1,1,1,1,1,1]

],

row = 1,

col = 3

**Explanation:**

All grids in the room are marked by either 0 or 1.

0 means the cell is blocked, while 1 means the cell is accessible.

The robot initially starts at the position of row=1, col=3.

From the top left corner, its position is one row below and three columns right.

**Notes:**

1. The input is only given to initialize the room and the robot's position internally. You must solve this problem "blindfolded". In other words, you must control the robot using only the mentioned 4 APIs, without knowing the room layout and the initial robot's position.
2. The robot's initial position will always be in an accessible cell.
3. The initial direction of the robot will be facing up.
4. All accessible cells are connected, which means the all cells marked as 1 will be accessible by the robot.
5. Assume all four edges of the grid are all surrounded by wall.

/\*\*

 \* // This is the robot's control interface.

 \* //You should not implement it, or speculate about its implementation

 \* class Robot {

 \*   public:

 \*     // Returns true if the cell in front is open and robot moves into the cell.

 \*     // Returns false if the cell in front is blocked and robot stays in the current cell.

 \*     bool move();

 \*// Robot will stay in the same cell after calling turnLeft/turnRight.

 \*     // Each turn will be 90 degrees.

 \*     void turnLeft();

 \*     void turnRight();

 \*     void clean();

 \* };

 \*/

class Solution {

public:

    set<pair<int, int>> visited;

    const vector<vector<int>> dirs = {{-1,0}, {0,1}, {1,0}, {0,-1}};

    void dfs(Robot& robot, int x, int y, int dir){

        robot.clean();

        for(int k = 1; k <= 4; k++) {

            robot.turnRight();

            int new\_dir = (dir + k) % 4;

            int xx = x + dirs[new\_dir][0], yy = y + dirs[new\_dir][1];

            if (visited.count({xx, yy})) continue;

            visited.emplace(xx,yy);

            if (robot.move()) {

                dfs(robot, xx, yy, new\_dir);

                robot.turnRight();

                robot.turnRight();

                robot.move();

                robot.turnRight();

                robot.turnRight();

            }

        }

    }

    void cleanRoom(Robot& robot) {

        dfs(robot, 0, 0, 0);

    }

};

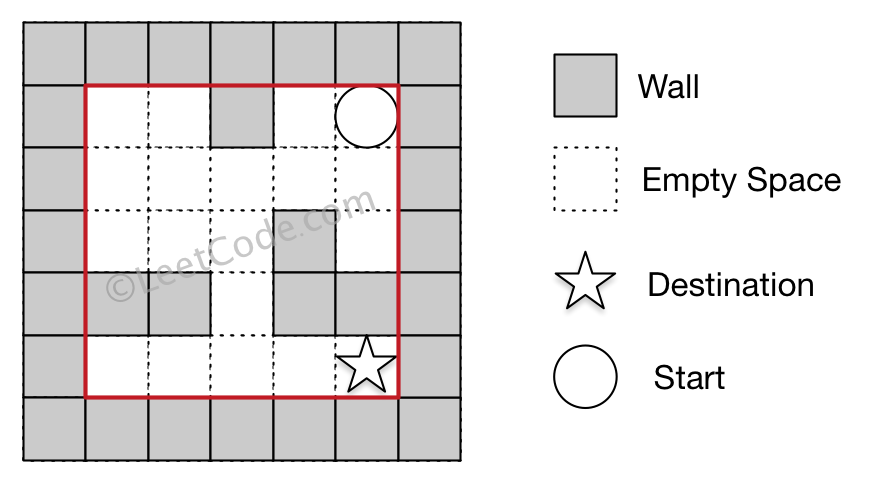
### [490. The Maze](https://leetcode-cn.com/problems/the-maze/)

There is a ball in a maze with empty spaces (represented as 0) and walls (represented as 1). The ball can go through the empty spaces by rolling **up, down, left or right**, but it won't stop rolling until hitting a wall. When the ball stops, it could choose the next direction.

Given the maze, the ball's start position and the destination, where start = [startrow, startcol] and destination = [destinationrow, destinationcol], return true if the ball can stop at the destination, otherwise return false.

You may assume that **the borders of the maze are all walls** (see examples).

**Example 1:**

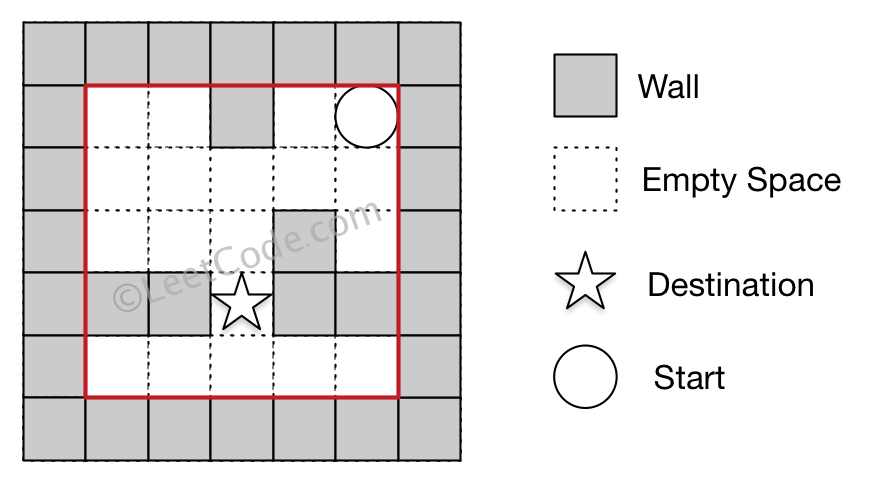


**Input:** maze = [[0,0,1,0,0],[0,0,0,0,0],[0,0,0,1,0],[1,1,0,1,1],[0,0,0,0,0]], start = [0,4], destination = [4,4]

**Output:** true

**Explanation:** One possible way is : left -> down -> left -> down -> right -> down -> right.

**Example 2:**



**Input:** maze = [[0,0,1,0,0],[0,0,0,0,0],[0,0,0,1,0],[1,1,0,1,1],[0,0,0,0,0]], start = [0,4], destination = [3,2]

**Output:** false

**Explanation:** There is no way for the ball to stop at the destination. Notice that you can pass through the destination but you cannot stop there.

**Example 3:**

**Input:** maze = [[0,0,0,0,0],[1,1,0,0,1],[0,0,0,0,0],[0,1,0,0,1],[0,1,0,0,0]], start = [4,3], destination = [0,1]

**Output:** false

**Constraints:**

* 1 <= maze.length, maze[i].length <= 100
* maze[i][j] is 0 or 1.
* start.length == 2
* destination.length == 2
* 0 <= startrow, destinationrow <= maze.length
* 0 <= startcol, destinationcol <= maze[i].length
* Both the ball and the destination exist on an empty space, and they will not be at the same position initially.
* The maze contains **at least 2 empty spaces**.

class Solution {

public:

    bool hasPath(vector<vector<int>>& maze, vector<int>& start, vector<int>& destination) {

     return dfs(maze, maze.size(), maze[0].size(), start, destination);

}

private:

    set<vector<int>> visited;

    const vector<int> dx{0, 0, 1, -1};

    const vector<int> dy{1, -1, 0, 0};

    bool dfs(vector<vector<int>>& maze, int n, int m, vector<int> start, vector<int>& destination) {

        if (start == destination) return true;

        visited.insert(start);

        for (int k = 0; k < 4; ++k) {

            int x = start[0], y = start[1];

            while (1) {

                int xx = x + dx[k], yy = y + dy[k];

                if (xx < 0 || yy < 0 || xx >= n || yy >= m

|| maze[xx][yy]) break;

                x = xx; y = yy;

            }

            if (visited.count({x, y})) continue;

            if (dfs(maze, n, m, {x, y}, destination)) return true;

        }

        return false;

    }

};

### 491. Increasing Subsequences

Medium

Given an integer array, your task is to find all the different possible increasing subsequences of the given array, and the length of an increasing subsequence should be at least 2.

**Example:**

**Input:** [4, 6, 7, 7]

**Output:** [[4, 6], [4, 7], [4, 6, 7], [4, 6, 7, 7], [6, 7], [6, 7, 7], [7,7], [4,7,7]]

**Note:**

1. The length of the given array will not exceed 15.
2. The range of integer in the given array is [-100,100].
3. The given array may contain duplicates, and two equal integers should also be considered as a special case of increasing sequence.

class Solution **{**

public**:**

vector**<**vector**<**int**>>** findSubsequences**(**vector**<**int**>&** nums**)** **{**

vector**<**vector**<**int**>>** res**;**

vector**<**int**>** path**;**

dfs**(**res**,** path**,** nums**,** 0**);**

**return** res**;**

**}**

void dfs**(**vector**<**vector**<**int**>>** **&**res**,** vector**<**int**>** **&**path**,** vector**<**int**>&** nums**,** int cur**)** **{**

**if** **(**path**.**size**()** **>** 1**)** res**.**push\_back**(**path**);**

unordered\_set**<**int**>** hash**;**

**for** **(**int i **=** cur**;** i **<** nums**.**size**();** **++**i**)** **{**

**if** **((**path**.**empty**()**

**||** nums**[**i**]** **>=** path**.**back**())** **&&** **!**hash**.**count**(**nums**[**i**]))** **{**

path**.**push\_back**(**nums**[**i**]);**

dfs**(**res**,** path**,** nums**,** i **+** 1**);**

path**.**pop\_back**();**

hash**.**insert**(**nums**[**i**]);**

**}**

**}**

**}**

**};**

### 492. Construct the Rectangle

Easy

For a web developer, it is very important to know how to design a web page's size. So, given a specific rectangular web page’s area, your job by now is to design a rectangular web page, whose length L and width W satisfy the following requirements:

1. The area of the rectangular web page you designed must equal to the given target area.

2. The width W should not be larger than the length L, which means L >= W.

3. The difference between length L and width W should be as small as possible.

You need to output the length L and the width W of the web page you designed in sequence.

**Example:**

**Input:** 4

**Output:** [2, 2]

**Explanation:** The target area is 4, and all the possible ways to construct it are [1,4], [2,2], [4,1].

But according to requirement 2, [1,4] is illegal; according to requirement 3, [4,1] is not optimal compared to [2,2]. So the length L is 2, and the width W is 2.

**Note:**

1. The given area won't exceed 10,000,000 and is a positive integer
2. The web page's width and length you designed must be positive integers.

class Solution **{**

public**:**

vector**<**int**>** constructRectangle**(**int area**)** **{**

int W **=** sqrt**(**area**);**

**while** **(**1**)** **{**

**if** **(**area **%** W **==** 0**)** **return** **{**area**/**W**,** W**};**

**else** W**--;**

**}**

**return** **{**area**,** 1**};**

**}**

**};**

### 493. Reverse Pairs★★

Hard

Given an array nums, we call (i, j) an ***important reverse pair*** if i < j and nums[i] > 2\*nums[j].

You need to return the number of important reverse pairs in the given array.

**Example1:**

**Input**: [1,3,2,3,1]

**Output**: 2

**Example2:**

**Input**: [2,4,3,5,1]

**Output**: 3

**Note:**

1. The length of the given array will not exceed 50,000.
2. All the numbers in the input array are in the range of 32-bit integer.

class Solution {

public:

    using vecIter = vector<int>::iterator;

    int reversePairs(vector<int>& v) {

        return merge\_sort(v.begin(), v.end());

    }

    int merge\_sort(vecIter l, vecIter r) {

        int res = 0;

        if (l+1 < r) {

            auto mid = l + (r-l)/2;

            res = merge\_sort(l, mid) + merge\_sort(mid, r);

            res += merge(l, r);

        }

        return res;

    }

    int merge(vecIter l, vecIter r) {

        int res = 0;

        auto mid = l + (r-l)/2, p = l, q = mid;

        for (auto i = l; i < mid; i++) {

            while (q < r && \*i > \*q \* 2LL) q++;

            res += distance(mid, q);

        }

        inplace\_merge(l, mid, r);

        return res;

    }

};

### 494. Target Sum★★

Medium

You are given a list of non-negative integers, a1, a2, ..., an, and a target, S. Now you have 2 symbols + and -. For each integer, you should choose one from + and - as its new symbol.

Find out how many ways to assign symbols to make sum of integers equal to target S.

**Example 1:**

**Input:** nums is [1, 1, 1, 1, 1], S is 3.

**Output:** 5

**Explanation:**

-1+1+1+1+1 = 3

+1-1+1+1+1 = 3

+1+1-1+1+1 = 3

+1+1+1-1+1 = 3

+1+1+1+1-1 = 3

There are 5 ways to assign symbols to make the sum of nums be target 3.

**Note:**

1. The length of the given array is positive and will not exceed 20.
2. The sum of elements in the given array will not exceed 1000.
3. Your output answer is guaranteed to be fitted in a 32-bit integer.

class Solution **{**

public**:**

int findTargetSumWays**(**vector**<**int**>&** nums**,** int S**)** **{**

int sum **=** 0**,** n **=** nums**.**size**();**

**for** **(**auto **&**i **:** nums**)** sum **+=** i**;**

**if** **((**sum**-**S**)** **%** 2 **!=** 0 **||** S **>** sum**)** **return** 0**;**

int newS **=** **(**sum **+** S**)** **/** 2**;**

vector**<**int**>** dp**(**newS **+** 1**,** 0**);**

dp**[**0**]** **=** 1**;**

**for** **(**int i **=** 0**;** i **<** n**;** **++**i**)** **{**

**for** **(**int j **=** newS**;** j **>=** nums**[**i**];** **--**j**)** **{**

dp**[**j**]** **+=** dp**[**j **-** nums**[**i**]];**

**}**

**}**

**return** dp**[**newS**];**

**}**

**};**

class Solution {

public:

    int findTargetSumWays(vector<int>& nums, int S) {

        int n = nums.size(), k = 1;

        vector<unordered\_map<int, int>> dp(2);

        dp[0][0] = 1;

        for (int i = 0; i < n; ++i) {

            auto &cur = dp[k], &pre = dp[k^1];

            cur.clear();

            for (const auto &[j, t] : pre) {

                cur[j+nums[i]] += t;

                cur[j-nums[i]] += t;

            }

            k ^= 1;

        }

        return dp[k^1][S];

    }

};

### 495. Teemo Attacking

Medium

In LOL world, there is a hero called Teemo and his attacking can make his enemy Ashe be in poisoned condition. Now, given the Teemo's attacking **ascending** time series towards Ashe and the poisoning time duration per Teemo's attacking, you need to output the total time that Ashe is in poisoned condition.

You may assume that Teemo attacks at the very beginning of a specific time point, and makes Ashe be in poisoned condition immediately.

**Example 1:**

**Input:** [1,4], 2

**Output:** 4

**Explanation:** At time point 1, Teemo starts attacking Ashe and makes Ashe be poisoned immediately.

This poisoned status will last 2 seconds until the end of time point 2.

And at time point 4, Teemo attacks Ashe again, and causes Ashe to be in poisoned status for another 2 seconds.

So you finally need to output 4.

**Example 2:**

**Input:** [1,2], 2

**Output:** 3

**Explanation:** At time point 1, Teemo starts attacking Ashe and makes Ashe be poisoned.

This poisoned status will last 2 seconds until the end of time point 2.

However, at the beginning of time point 2, Teemo attacks Ashe again who is already in poisoned status.

Since the poisoned status won't add up together, though the second poisoning attack will still work at time point 2, it will stop at the end of time point 3.

So you finally need to output 3.

**Note:**

1. You may assume the length of given time series array won't exceed 10000.
2. You may assume the numbers in the Teemo's attacking time series and his poisoning time duration per attacking are non-negative integers, which won't exceed 10,000,000.

class Solution {

public:

    int findPoisonedDuration(vector<int>& timeSeries, int duration) {

        if (timeSeries.empty()) return 0;

        int endTime = timeSeries[0], res = 0;

        for (auto &i : timeSeries) {

            if (i > endTime) {

                res += duration;

                endTime = i + duration;

            }

            else {

                res += i + duration - endTime;

                endTime = i + duration;

            }

        }

        return res;

    }

};

### 496. Next Greater Element I

Easy

You are given two arrays **(without duplicates)** nums1 and nums2 where nums1’s elements are subset of nums2. Find all the next greater numbers for nums1's elements in the corresponding places of nums2.

The Next Greater Number of a number **x** in nums1 is the first greater number to its right in nums2. If it does not exist, output -1 for this number.

**Example 1:**

**Input:** **nums1** = [4,1,2], **nums2** = [1,3,4,2].

**Output:** [-1,3,-1]

**Explanation:**

For number 4 in the first array, you cannot find the next greater number for it in the second array, so output -1.

For number 1 in the first array, the next greater number for it in the second array is 3.

For number 2 in the first array, there is no next greater number for it in the second array, so output -1.

**Example 2:**

**Input:** **nums1** = [2,4], **nums2** = [1,2,3,4].

**Output:** [3,-1]

**Explanation:**

For number 2 in the first array, the next greater number for it in the second array is 3.

For number 4 in the first array, there is no next greater number for it in the second array, so output -1.

**Note:**

1. All elements in nums1 and nums2 are unique.
2. The length of both nums1 and nums2 would not exceed 1000.

class Solution **{**

public**:**

vector**<**int**>** nextGreaterElement**(**vector**<**int**>&** nums1**,** vector**<**int**>&** nums2**)** **{**

unordered\_map**<**int**,** int**>** m**;**

stack**<**int**>** stk**;**

**for** **(**auto **&**i **:** nums2**)** **{**

**while** **(!**stk**.**empty**()** **&&** stk**.**top**()** **<** i**)** **{**

m**[**stk**.**top**()]** **=** i**;**

stk**.**pop**();**

**}**

stk**.**push**(**i**);**

**}**

**for** **(**auto **&**i **:** nums1**)** **{**

**if** **(**m**.**count**(**i**))** i **=** m**[**i**];**

**else** i **=** **-**1**;**

**}**

**return** nums1**;**

**}**

**};**

### 497. Random Point in Non-overlapping Rectangles

Medium

Given a list of **non-overlapping** axis-aligned rectangles rects, write a function pick which randomly and uniformily picks an **integer point** in the space covered by the rectangles.

Note:

1. An **integer point** is a point that has integer coordinates.
2. A point on the perimeter of a rectangle is **included** in the space covered by the rectangles.
3. ith rectangle = rects[i] = [x1,y1,x2,y2], where [x1, y1] are the integer coordinates of the bottom-left corner, and [x2, y2] are the integer coordinates of the top-right corner.
4. length and width of each rectangle does not exceed 2000.
5. 1 <= rects.length <= 100
6. pick return a point as an array of integer coordinates [p\_x, p\_y]
7. pick is called at most 10000 times.

**Example 1:**

**Input:**

["Solution","pick","pick","pick"]

[[[[1,1,5,5]]],[],[],[]]

**Output:**

[null,[4,1],[4,1],[3,3]]

**Example 2:**

**Input:**

["Solution","pick","pick","pick","pick","pick"]

[[[[-2,-2,-1,-1],[1,0,3,0]]],[],[],[],[],[]]

**Output:**

[null,[-1,-2],[2,0],[-2,-1],[3,0],[-2,-2]]

**Explanation of Input Syntax:**

The input is two lists: the subroutines called and their arguments. Solution's constructor has one argument, the array of rectangles rects. pick has no arguments. Arguments are always wrapped with a list, even if there aren't any.

class Solution {

vector<vector<int>> &rects;

mt19937 rng;

discrete\_distribution<int> dist;

public:

Solution(vector<vector<int>>& r) : rects(r), rng(random\_device()()) {

vector<int> weights;

for (const auto &r : rects) {

weights.push\_back((r[2]-r[0]+1)\*(r[3]-r[1]+1));

}

dist = discrete\_distribution<int>(weights.begin(), weights.end());

}

vector<int> pick() {

auto &r = rects[dist(rng)];

int x = uniform\_int\_distribution<int>(r[0], r[2])(rng);

int y = uniform\_int\_distribution<int>(r[1], r[3])(rng);

return {x, y};

}

};

### 498. Diagonal Traverse

Medium

Given a matrix of M x N elements (M rows, N columns), return all elements of the matrix in diagonal order as shown in the below image.

**Example:**

**Input:**

[

[ 1, 2, 3 ],

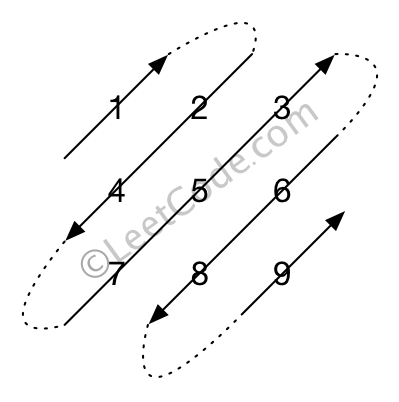
[ 4, 5, 6 ],

[ 7, 8, 9 ]

]

**Output:** [1,2,4,7,5,3,6,8,9]

**Explanation:**



**Note:**

The total number of elements of the given matrix will not exceed 10,000.

class Solution **{**

public**:**

vector**<**int**>** findDiagonalOrder**(**vector**<**vector**<**int**>>&** matrix**)** **{**

vector**<**int**>** res**;**

**if** **(**matrix**.**empty**())** **return** res**;**

int m **=** matrix**.**size**(),** n **=** matrix**[**0**].**size**(),** flag **=** 0**;**

**for** **(**int k **=** 0**;** k **<** m**+**n**-**1**;** k**++)** **{**

int st **=** max**(**0**,** k**+**1**-**n**),** ed **=** min**(**m**-**1**,** k**);**

**if** **(**flag**)** **for** **(**int i **=** st**;** i **<=** ed**;** i**++)** **{**

res**.**push\_back**(**matrix**[**i**][**k**-**i**]);**

**}**

**else** **for** **(**int i **=** ed**;** i **>=** st**;** i**--)** **{**

res**.**push\_back**(**matrix**[**i**][**k**-**i**]);**

**}**

flag **^=** 1**;**

**}**

**return** res**;**

**}**

**};**

### [499. The Maze III](https://leetcode-cn.com/problems/the-maze-iii/)

There is a **ball** in a maze with empty spaces and walls. The ball can go through empty spaces by rolling **up** (u), **down** (d), **left** (l) or **right** (r), but it won't stop rolling until hitting a wall. When the ball stops, it could choose the next direction. There is also a **hole** in this maze. The ball will drop into the hole if it rolls on to the hole.

Given the **ball position**, the **hole position** and the **maze**, find out how the ball could drop into the hole by moving the **shortest distance**. The distance is defined by the number of **empty spaces** traveled by the ball from the start position (excluded) to the hole (included). Output the moving **directions** by using 'u', 'd', 'l' and 'r'. Since there could be several different shortest ways, you should output the **lexicographically smallest** way. If the ball cannot reach the hole, output "impossible".

The maze is represented by a binary 2D array. 1 means the wall and 0 means the empty space. You may assume that the borders of the maze are all walls. The ball and the hole coordinates are represented by row and column indexes.

**Example 1:**

**Input 1:** a maze represented by a 2D array

0 0 0 0 0

1 1 0 0 1

0 0 0 0 0

0 1 0 0 1

0 1 0 0 0

**Input 2:** ball coordinate (rowBall, colBall) = (4, 3)

**Input 3:** hole coordinate (rowHole, colHole) = (0, 1)

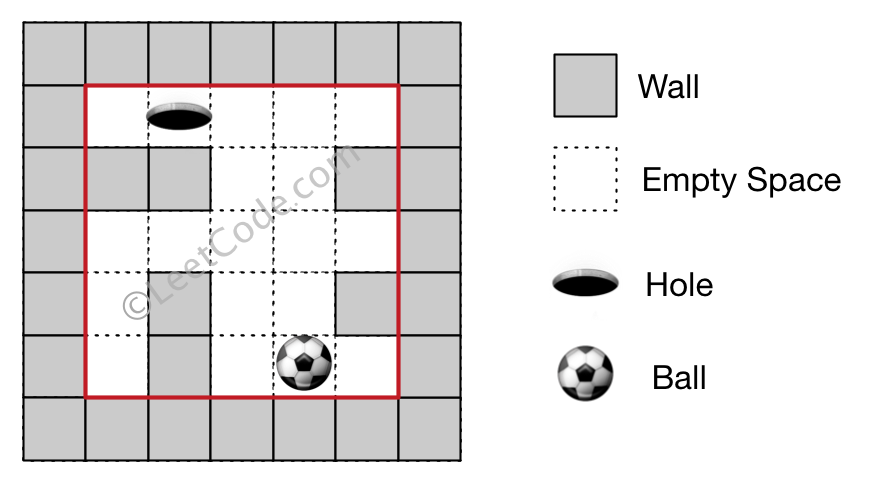
**Output:** "lul"

**Explanation:** There are two shortest ways for the ball to drop into the hole.

The first way is left -> up -> left, represented by "lul".

The second way is up -> left, represented by 'ul'.

Both ways have shortest distance 6, but the first way is lexicographically smaller because 'l' < 'u'. So the output is "lul".



**Example 2:**

**Input 1:** a maze represented by a 2D array

0 0 0 0 0

1 1 0 0 1

0 0 0 0 0

0 1 0 0 1

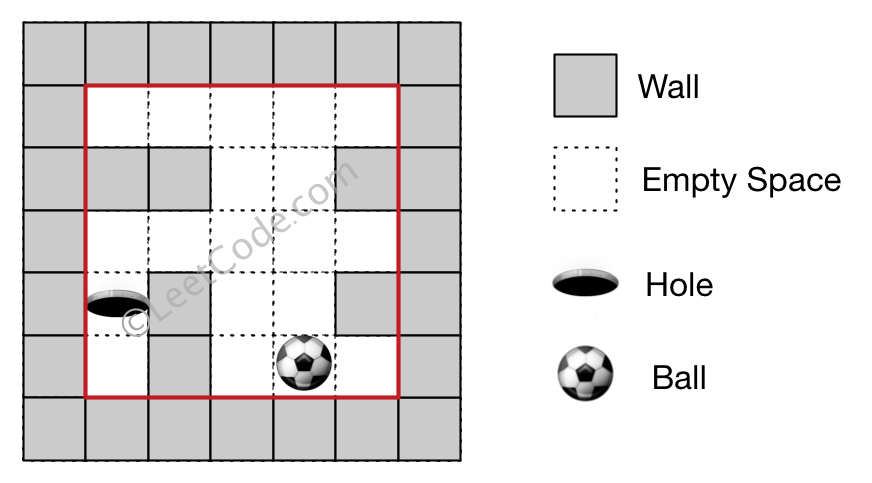
0 1 0 0 0

**Input 2:** ball coordinate (rowBall, colBall) = (4, 3)

**Input 3:** hole coordinate (rowHole, colHole) = (3, 0)

**Output:** "impossible"

**Explanation:** The ball cannot reach the hole.



**Note:**

1. There is only one ball and one hole in the maze.
2. Both the ball and hole exist on an empty space, and they will not be at the same position initially.
3. The given maze does not contain border (like the red rectangle in the example pictures), but you could assume the border of the maze are all walls.
4. The maze contains at least 2 empty spaces, and the width and the height of the maze won't exceed 30.

class Solution {

public:

const vector<int> dirs{0, 1, 0, -1, 0};

    string dirs = "rldu";

    using pis = pair<int, string>;

    struct node {

        int x, y, cnt;

        string s;

        node(int a, int b, int c, string d) : x(a),y(b),cnt(c),s(d) {}

        bool operator < (const node& rhs) const {

            return cnt == rhs.cnt ? s > rhs.s : cnt > rhs.cnt;

        }

};

    string findShortestWay(vector<vector<int>>& maze, vector<int>& start, vector<int>& destination) {

        int n = maze.size(), m = maze[0].size();

        vector<vector<pis>> visit(n, vector<pis>(m, {INT\_MAX, "z"}));

        auto &res = visit[destination[0]][destination[1]];

        priority\_queue<node> pq;

        pq.emplace(start[0], start[1], 0, "");

        visit[start[0]][start[1]] = {0, ""};

        while (!pq.empty()) {

            auto u = pq.front(); pq.pop();

            for (int k = 0; k < 4; ++k) {

                int x = u.x, y = u.y, c = u.cnt;

                while (1) {

                    int xx = x + dirs[k], yy = y + dirs[k+1];

                    if (xx<0||yy<0||xx>=n||yy>=m||maze[xx][yy]) break;

                    x = xx; y = yy; ++c;

                    if (vector<int> {x, y} == destination) {

                        res = min(res, {c, u.s + dirs[k]});

                        break;

                    }

                }

                if (visit[x][y] < pis{c, u.s + dirs[k]}) continue;

                visit[x][y] = {c, u.s + dirs[k]};

                if (visit[x][y].first < res.first) {

                    pq.emplace(x, y, c, u.s + dirs[k]);

                }

            }

        }

        return res.first == INT\_MAX ? "impossible" : res.second;

    }

};

### 500. Keyboard Row

Easy

Given a List of words, return the words that can be typed using letters of **alphabet** on only one row's of American keyboard like the image below.



**Example:**

**Input:** ["Hello", "Alaska", "Dad", "Peace"]

**Output:** ["Alaska", "Dad"]

**Note:**

1. You may use one character in the keyboard more than once.
2. You may assume the input string will only contain letters of alphabet.

class Solution **{**

public**:**

vector**<**string**>** findWords**(**vector**<**string**>&** words**)** **{**

vector**<**int**>** vect**{**1**,**2**,**2**,**1**,**0**,**1**,**1**,**1**,**0**,**1**,**1**,**1**,**2**,**2**,**

0**,**0**,**0**,**0**,**1**,**0**,**0**,**2**,**0**,**2**,**0**,**2**};**

vector**<**string**>** res**;**

**for** **(**auto **&**s **:** words**)** **{**

bool ok **=** **true;**

int r **=** vect**[**tolower**(**s**[**0**])-**'a'**];**

**for** **(**auto c **:** s**)** **{**

**if** **(**vect**[**tolower**(**c**)-**'a'**]** **!=** r**)** **{**

ok **=** **false;**

**break;**

**}**

**}**

**if** **(**ok**)** res**.**push\_back**(**s**);**

**}**

**return** res**;**

**}**

**};**