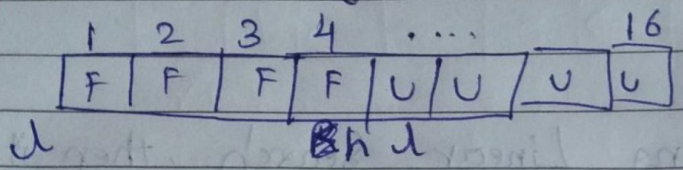
Valid perfect Square

16

(i×i)




```
while(l<=h){
 If( mid*mid == num)
      return true;
else if (mid*mid < num) {
   l = mid+1;
                        }
else if ( mid*mid > num) {
   h = mid-1;
                        }
                    }
return h*h == num;
```

Approach :-

using Binary Search Brutforce we will play with mid.

```
import java.util.Arrays;
public class valid {
    public static  boolean  validSquare(int num){
        long l=1, h=num;
        while(l<=h)
        {
            long mid=l+(h-l)/2;
            if (mid*mid==num)
                return true;
         else if(mid*mid<=num)
                l=mid+1;
            else
                h=mid-1;
        }
        return h*h==num;
    }
    public static void main(String[] args) {
        int num=25;
        boolean ans=  validSquare(num);
        System.out.println(ans);
    }
}
```