

```
def permute(s, answer=""):
    if len(s) == 0:
        print(answer)
        return
    for i in range(len(s)):
        ch = s[i]
        left_substr = s[:i]
        right_substr = s[i+1:]
        rest = left_substr + right_substr
        permute(rest, answer + ch)
```

Example usage

```
s = "ABC"
print("Permutations using recursion:")
permute(s)
```

```
def fibonacci(n):
    if n <= 0:
        return "Invalid input"
    elif n == 1 or n == 2:
        return 1

    fib = [0] * (n + 1) # Memoization array
    fib[1], fib[2] = 1, 1 # Base cases

    for i in range(3, n + 1):
        fib[i] = fib[i - 1] + fib[i - 2] # Bottom-up computation
```

```
    return fib[n]
```

```
# Example usage
```

```
n = 10
```

```
print(f"The {n}-th Fibonacci number is: {fibonacci(n)}")
```

```
def find_duplicates(lst):
```

```
    counts = {} # Dictionary to store occurrences
```

```
    duplicates = []
```

```
    for num in lst:
```

```
        counts[num] = counts.get(num, 0) + 1 # Increment count
```

```
    for key, value in counts.items():
```

```
        if value > 1: # If count is more than 1, it's a duplicate
```

```
            duplicates.append(key)
```

```
    return duplicates
```

```
# Example usage
```

```
lst = [1, 2, 3, 4, 5, 2, 3, 6, 7, 8, 1]
```

```
print("Duplicates:", find_duplicates(lst))
```

```
def length_of_lis(nums):  
    if not nums:  
        return 0  
  
    dp = [1] * len(nums) # Initialize DP array with 1  
  
    for i in range(1, len(nums)):  
        for j in range(i):  
            if nums[i] > nums[j]:  
                dp[i] = max(dp[i], dp[j] + 1) # Update LIS length  
  
    return max(dp) # Max value in dp array is the LIS length
```

Example usage

```
nums = [10, 9, 2, 5, 3, 7, 101, 18]  
print("Length of LIS:", length_of_lis(nums))
```

```
def k_largest_elements_sort(nums, k):  
    return sorted(nums, reverse=True)[:k] # Sort in descending order and take first k elements
```

Example usage

```
nums = [3, 1, 4, 1, 5, 9, 2, 6, 5, 3]  
k = 3  
print("K largest elements (sorting):", k_largest_elements_sort(nums, k))
```

```
def rotate_matrix(matrix):
```

```
    n = len(matrix)
```

```
# Step 1: Transpose the matrix (swap rows and columns)
```

```
for i in range(n):
```

```
    for j in range(i, n):
```

```
        matrix[i][j], matrix[j][i] = matrix[j][i], matrix[i][j]
```

```
# Step 2: Reverse each row
```

```
for row in matrix:
```

```
    row.reverse()
```

```
return matrix
```

```
# Example usage
```

```
matrix = [
```

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

```
    [4, 5, 6],
```

```
    [7, 8, 9]
```

```
]
```

```
rotated_matrix = rotate_matrix(matrix)
```

```
print("Rotated Matrix:")
```

```
for row in rotated_matrix:
```

```
    print(row)
```

```
def is_valid_sudoku(board):
```

```
    def is_valid_unit(unit):
```

```
        nums = [num for num in unit if num != '.'] # Ignore empty cells
```

```
    return len(nums) == len(set(nums)) # Check for duplicates
```

```
# Check rows
```

```
for row in board:
```

```
    if not is_valid_unit(row):
```

```
        return False
```

```
# Check columns
```

```
for col in zip(*board):
```

```
    if not is_valid_unit(col):
```

```
        return False
```

```
# Check 3×3 subgrids
```

```
for i in range(0, 9, 3):
```

```
    for j in range(0, 9, 3):
```

```
        subgrid = [board[x][y] for x in range(i, i+3) for y in range(j, j+3)]
```

```
        if not is_valid_unit(subgrid):
```

```
            return False
```

```
return True
```

```
# Example usage
```

```
sudoku_board = [
```

```
    ["5", "3", ".", ".", "7", ".", ".", ".", "."],
```

```
    ["6", ".", ".", "1", "9", "5", ".", ".", "."],
```

```
    [".", "9", "8", ".", ".", ".", ".", "6", "."],
```

```
    ["8", ".", ".", ".", "6", ".", ".", ".", "3"],
```

```
    ["4", ".", ".", "8", ".", "3", ".", ".", "1"],
```

```
    ["7", ".", ".", ".", "2", ".", ".", ".", "6"],
```

```
[ ".", "6", ".", ".", ".", ".", "2", "8", "."],  
[ ".", ".", ".", "4", "1", "9", ".", ".", "5"],  
[ ".", ".", ".", ".", "8", ".", ".", "7", "9"]  
]
```

```
print("Is the Sudoku board valid?", is_valid_sudoku(sudoku_board))
```