

859. Buddy Strings

Description

Given two strings `s` and `goal`, return `true` *if you can swap two letters in `s` so the result is equal to `goal`, otherwise, return `false`*.

Swapping letters is defined as taking two indices `i` and `j` (0-indexed) such that `i != j` and swapping the characters at `s[i]` and `s[j]`.

- For example, swapping at indices `0` and `2` in `"abcd"` results in `"cbad"`.

Example 1:

Input: `s = "ab", goal = "ba"`

Output: `true`

Explanation: You can swap `s[0] = 'a'` and `s[1] = 'b'` to get `"ba"`, which is equal to `goal`.

Example 2:

Input: `s = "ab", goal = "ab"`

Output: `false`

Explanation: The only letters you can swap are `s[0] = 'a'` and `s[1] = 'b'`, which results in `"ba" != goal`.

Example 3:

Input: `s = "aa", goal = "aa"`

Output: `true`

Explanation: You can swap `s[0] = 'a'` and `s[1] = 'a'` to get `"aa"`, which is equal to `goal`.

Constraints:

- `1 <= s.length, goal.length <= 2 * 104`
- `s` and `goal` consist of lowercase letters.

