

Maximum Product Subarray (CONT)

```
result = nums[0]
for num in nums[1:]:
    cur_max
    cur_max = max(num, cur_max * num, cur_min * num)
    cur_min = min(num, cur_max * num, cur_min * num)
    result = max(result, cur_max)
return result
```

Minimum in Rotated Sorted Array

```
def findMin(nums):
    left, right = 0, len(nums) - 1
    mid = 0
    while left < right:
        mid = int((left + right) / 2)
        if nums[mid] > nums[right]:
            left = mid + 1
        else:
            right = mid
    return nums[left]
```

Search in Rotated Sorted Array

```
def search(nums, target):
    left = 0
    right = len(nums) - 1
    while left <= right:
        mid = (left + right) // 2
        if nums[mid] == target:
            return mid
        if nums[left] <= nums[mid]:
            # left half is sorted
            if nums[left] <= target <= nums[mid]:
                right = mid - 1
            else:
                left = mid + 1
        else:
            if nums[mid] < target <= nums[right]:
                left = mid + 1
            else:
                right = mid - 1
    return -1
```

Three Sum

```
def two-sum(arr, target):
    left, right = 0, len(arr) - 1
    cur_sum = float('-inf')
    while left < right & cur_sum != target:
        cur_sum = arr[left] + arr[right]
        if cur_sum < target:
            left += 1
        elif cur_sum > target:
            right -= 1
        if cur_sum == target & left != right:
            return (left, right)
    return (-1, -1)

def three-sum(arr, target):
    arr.sort()
    set_indices = set()
    cnt = len(arr)
    for i in range(cnt):
        rem = target - arr[i]
        left, right = two-sum(arr, rem)
        if left != -1:
            set_indices.add((arr[left], arr[right], arr[i]))
    return list(set_indices)
```

Container w/ Most Water

```
def maxArea(heights):
    left = 0
    right = len(heights) - 1
    max_area = 0
    while left < right:
        width = right - left
        area = min(heights[left], heights[right]) * width
        max_area = max(max_area, area)
        if heights[left] < heights[right]:
            left += 1
        else:
            right -= 1
    return max_area
```

Sum of Two Integers (BIT)

```
def getSum(a, b):
    MASK = 0xFFFF FFFF
    INT_MASK = 0x7FFF FFFF
```

while b != 0:

sum-without-carry = (a ^ b) & MASK

carry = ((a & b) << 1) & MASK

a, b = sum-without-carry, carry

if a is negative, apply 1's complement followed by not

if a > INT_MASK:
 return ~(a ^ MASK)

return a