

Combination Sum (cont).
 backtrack(remaining - candidates[i],
 combination.pop())
 backtrack(target, [], 0)
 return result

Coin change 2 (nbr. of ways)
 def change(amount, coins):
 dp = [0] * (amount + 1)
 dp[0] = 1
 for coin in coins:
 for i in range(coin, amount + 1):
 dp[i] += dp[i - coin]
 return dp[amount]

Combination Sum IV (Coin change 2 but order is important)
 def combinationSum4(nums, target):
 dp = [0] * (target + 1)
 dp[0] = 1
 for i in range(1, target + 1):
 for num in nums:
 if i - num >= 0:
 dp[i] += dp[i - num]
 return dp[target]

House Robber
 def rob(nums):
 if not nums: return 0
 if len(nums) == 1: return nums[0]
 prev1, prev2 = 0, 0
 for num in nums:
 temp = prev1
 prev1 = max(prev2 + num, prev1)
 prev2 = temp
 return prev1

Decode ways (decode string of nbs)
 def numDecodings(s):
 if not s or s[0] == '0':
 return 0
 dp = [0] * (len(s) + 1)
 dp[0], dp[1] = 1, 1
 for i in range(2, len(s) + 1):
 if s[i-1] != '0':
 dp[i] += dp[i-1]
 if s[i-2:i] != '00':
 dp[i] += dp[i-2]

two-digit = int(s[i-2:i])
 if 10 <= two-digit <= 26:
 dp[i] += dp[i-2]
 return dp[len(s)]

Jump Game
 def canJump(nums):
 cur, goal = 0, 0
 n = len(nums)
 for i in range(n):
 if i > goal:
 return False
 goal = max(goal, nums[i] + i)
 if goal >= n-1:
 return True
 return False

Burst balloons (burst ith balloon get nums[i-1] * nums[i] * nums[i+1] coins)
 def maxCoins(nums):
 nums = [1] + nums + [1]
 n = len(nums)
 dp = [0] * n
 for length in range(2, n):
 for left in range(0, n-length):
 right = left + length
 for k in range(left+1, right):
 dp[left][right] = max(dp[left][right],
 dp[left][k] * nums[k] * dp[k][right] +
 dp[k][right])
 return dp[0][n-1]

Matrix chain multiplication
 def chainMult(p):
 n = len(p) - 1 # nbr. of matrices
 dp = [0] * n
 for length in range(2, n+1):
 for i in range(0, n-length+1):
 j = i + length - 1
 dp[i][j] = float('inf')
 for k in range(i+1, j):
 cost = dp[i][k] + dp[k+1][j] +
 p[i] * p[k+1] * p[j+1]
 dp[i][j] = min(dp[i][j], cost)

return dp[0][n-1]

Graph (GRAPH)
 clone graph
 def cloneGraph(node):
 if not node:
 return None
 visited = {}
 def dfs(node):
 if node in visited:
 return visited[node]
 clone = Node(node.val)
 visited[clone] = clone
 for neigh in node.neighbors:
 clone.neighbors.append(dfs(neigh))
 return clone
 return dfs(node)

course schedule (can finish all courses?)
 def canFinish(numCourses, prereqs):
 graph = defaultdict(list)
 in-degree = [0] * numCourses
 for course, prereq in prereqs:
 graph[prereq].append(course)
 in-degree[course] += 1
 queue = deque([i for i in range(numCourses) if in-degree[i] == 0])
 count = 0
 while queue:
 current = queue.popleft()
 count += 1
 for neighbor in graph[current]:
 in-degree[neighbor] -= 1
 if in-degree[neighbor] == 0:
 queue.append(neighbor)
 return count == numCourses

Pacific Atlantic Waterflow
 def pacificAtlantic(heights):
 if not heights:
 return []
 m, n = len(heights), len(heights[0])
 pacific_reach = [False] * n
 atlantic_reach = [False] * n

def dfs(row, col, reachable):
 reachable[row][col] = True
 dir = [(0,1), (0,-1), (1,0), (-1,0)]
 for dr, dc in dir:
 nr, nc = row + dr, col + dc
 if (0 <= nr < m and 0 <= nc < n
 and not reachable[nr][nc] and
 heights[nr][nc] >= heights[row][col]):
 dfs(nr, nc, reachable)
 for i in range(m):
 dfs(i, 0, pacific_reach) # left edge (pacific)
 dfs(i, n-1, atlantic_reach) # right edge (atlantic)
 for j in range(n):
 dfs(0, j, pacific_reach)
 dfs(m-1, j, atlantic_reach)
 result = []
 for i in range(m):
 for j in range(n):
 if pacific_reach[i][j] & atlantic_reach[i][j]:
 result.append([i, j])
 return result

Nbr. of Islands (grid of 1's)
 def numIslands(grid):
 if not grid:
 return 0
 m, n = len(grid), len(grid[0])
 num-islands = 0
 def dfs(row, col):
 if row < 0 or row > m or col < 0 or col > n or grid[row][col] == '0':
 return
 grid[row][col] = '0'
 dfs(row+1, col)
 dfs(row-1, col)
 dfs(row, col+1)
 dfs(row, col-1)
 for i in range(m):
 for j in range(n):
 if grid[i][j] == '1':
 num-islands += 1
 dfs(i, j)
 return num-islands