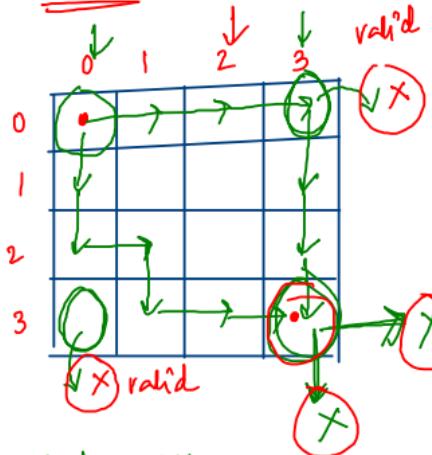


## \* Maze paths - 1 :



op: h h h v v v  
v v h v h h

$(dr, dc) \Rightarrow$  no. of cols  $\Rightarrow dc + 1$   
 $(0, 0) \rightarrow (3, 3) \Rightarrow$  no. of rows  $\Rightarrow dr + 1$

top left  $\rightarrow$  bottom right      right  $\rightarrow$  horizontal (h)  
 print all the ways      down  $\rightarrow$  vertical (v)



1. faith

$\Rightarrow$  printAllpaths(sr, sc, dr, dc, path)

$\rightarrow$  sr, sc, dr, dc, It will print all the paths from  $(sr, sc) \rightarrow (dr, dc)$

2. logic

$(0, 0) \quad (0, 1)$   
 $(r, c) \rightarrow (r, c+1)$



$(r+1, c)$   
 $(1, 0)$

sr, sc, dr, dc

path  $\Rightarrow$  current path until sr, sc  
 (how did you reach sr, sc from (0, 0))

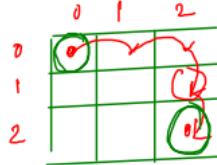
printAllpaths(sr, sc+1, dr, dc, path + "h");

printAllpaths(sr+1, sc, dr, dc, path + "v");

```

1176 function printMazePaths(sr, sc, dr, dc, path) {
1177   if (sr == dr && sc == dc) {
1178     console.log(path);
1179     return;
1180   }
1181
1182   if (sc + 1 <= dc) {
1183     printMazePaths(sr, sc + 1, dr, dc, path + "h");
1184   }
1185   if (sr + 1 <= dr) {
1186     printMazePaths(sr + 1, sc, dr, dc, path + "v");
1187   }
1188 }

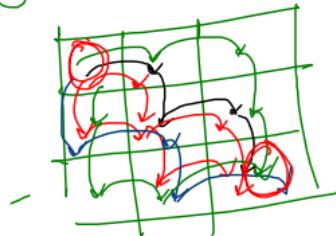
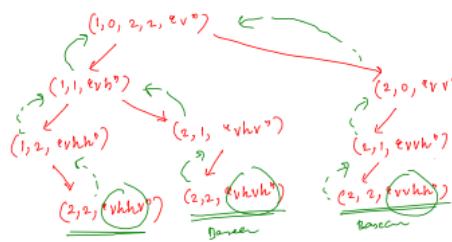
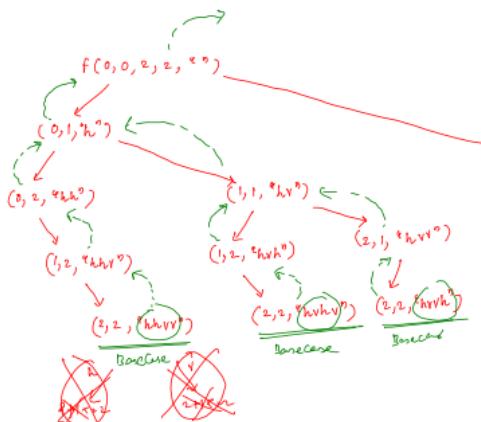
```



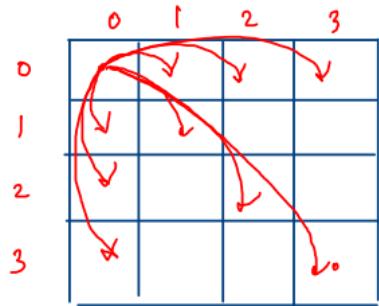
op:

- (h)hVV
- (hv)hV
- (h)vh
- (h)hV
- (hv)Vh
- Vh(hh)

left



\* Maze paths - 2 : (with Jumps)



op: h3 v3

d3

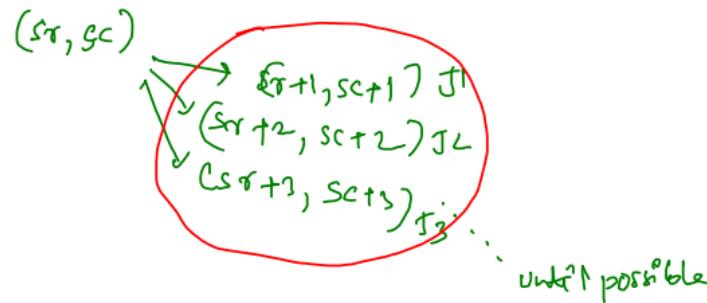
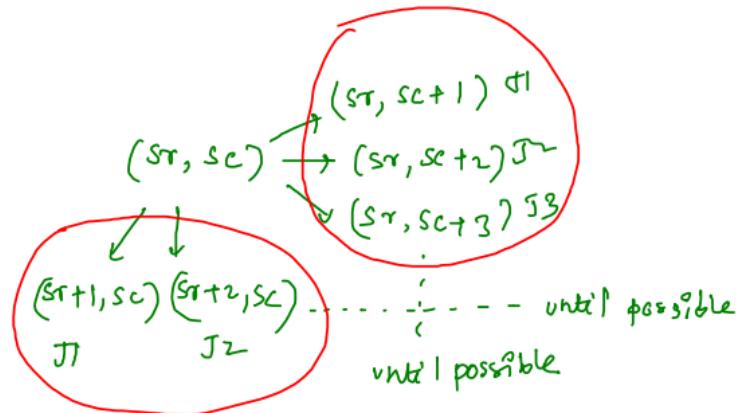
d1 d1 d1

h1 h1 h1 v1 v1 v1

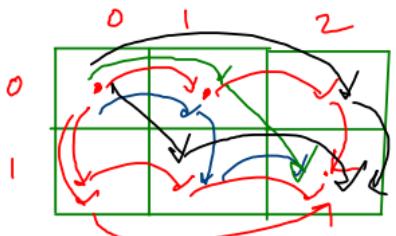
h2 h1 v2 v1

$(sr, sc) \rightarrow (dr, dc)$   
 $(0, 0) \rightarrow (3, 3)$

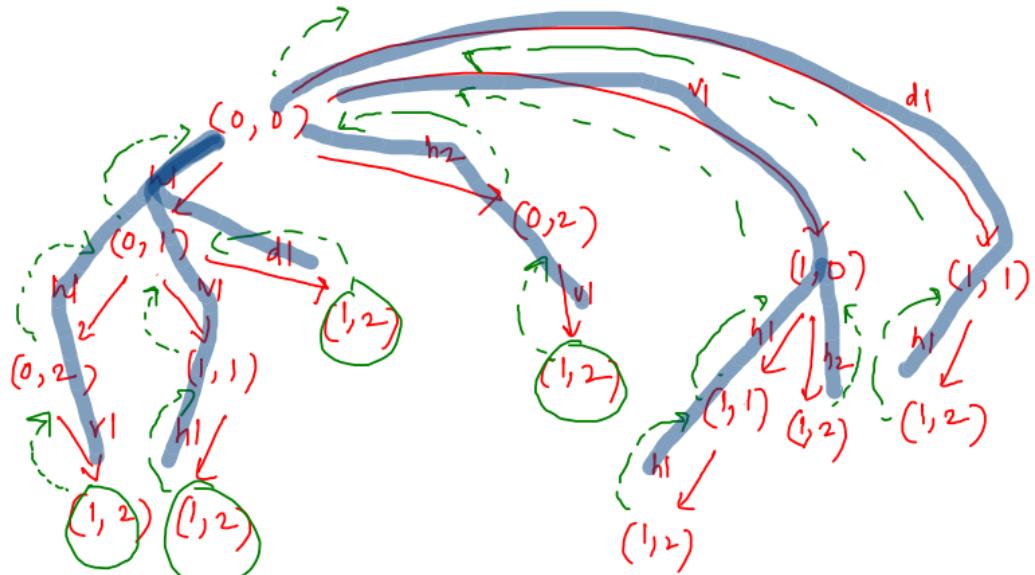
$(sr, sc) \rightarrow (sr, sc+1) J_1$   
 $\downarrow$   
 $(sr+1, sc) J_1 \quad (sr+1, sc+1) J_1$



```
1197 function printMazeJumps(sr, sc, dr, dc, path) {
1198   if (sr == dr && sc == dc) {
1199     console.log(path);
1200     return;
1201   }
1202
1203   // I can go right by any no.of jumps
1204   for (let jump = 1; sc + jump <= dc; jump++) {
1205     printMazeJumps(sr, sc + jump, dr, dc, path + "h" + jump);
1206   }
1207
1208   // I can go down by any no.of jumps
1209   for (let jump = 1; sr + jump <= dr; jump++) {
1210     printMazeJumps(sr + jump, sc, dr, dc, path + "v" + jump);
1211   }
1212
1213   // I can go diagonally by any no.of jumps
1214   for (let jump = 1; sr + jump <= dr && sc + jump <= dc; jump++) {
1215     printMazeJumps(sr + jump, sc + jump, dr, dc, path + "d" + jump);
1216   }
1217 }
```



$$(0, 0) \rightarrow (1, 2)$$



“h1 h1 VI” “h2 VI” “d1 h1”  
“h1 VI h1” “VI h1 h1”  
“h1 d1” “VI h2”

\* permutations :

→ we have seen Combinations/subsets/subsequence (Consider, not consider)

ip: "abc"       $\downarrow \quad \downarrow \quad \downarrow$   
op: abc      3 2 1

$$\begin{array}{l} acb \\ bac \end{array}$$
 total ways =  $3 \times 2 \times 1$

$$= 3!$$

$$bca$$

$$= 6$$

$$cab$$

$$cba$$

n! permutations

1. permute ("abc")

⇒ It will print all permutations of "abc"

2. permute ("abc") ⇒

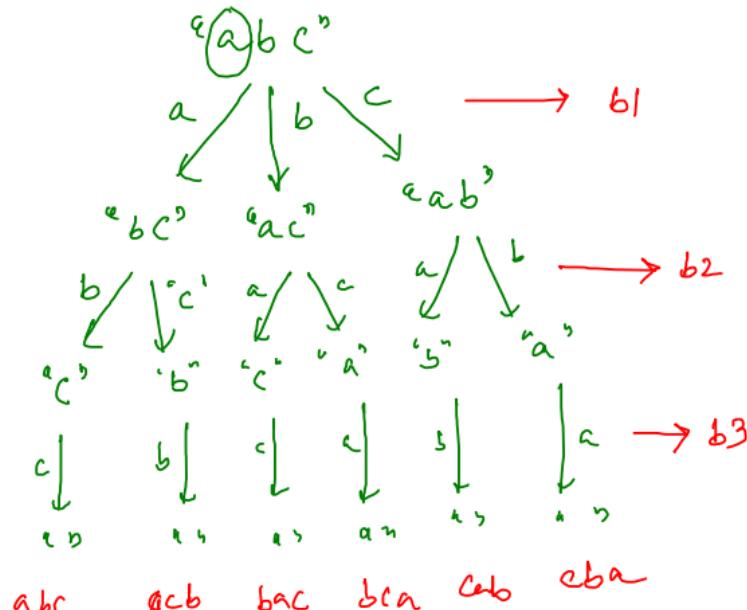
a b c  
a c b

permute ("ac") ⇒

b a c  
b c a

permute ("ab") ⇒

c a b  
c b a



```

1219 function permute(str, path) {
1220   // no ch in str to pick
1221   if (str.length == 0) {
1222     console.log(path);
1223     return;
1224   }
1225
1226   // you can choose any ch from str in this blank
1227   // remaining str apart from ch will be the options for next blank(call)
1228   for (let i = 0; i < str.length; i++) {
1229     // exclude current ch so that options for next blank doesnt include current ch
1230     permute(str.slice(0, i) + str.slice(i + 1), path + str[i]);
1231   }
1232 }

```

$\text{slice}(0, 0) + \text{slice}(1)$

$$^{\alpha\eta} + "bc" \Rightarrow bc$$

$\text{slice}(0, 0) + \text{slice}(1)$

$$^{\alpha\eta} + "c" \Rightarrow \alpha c$$

$\text{slice}(0, 0) + \text{slice}(1)$

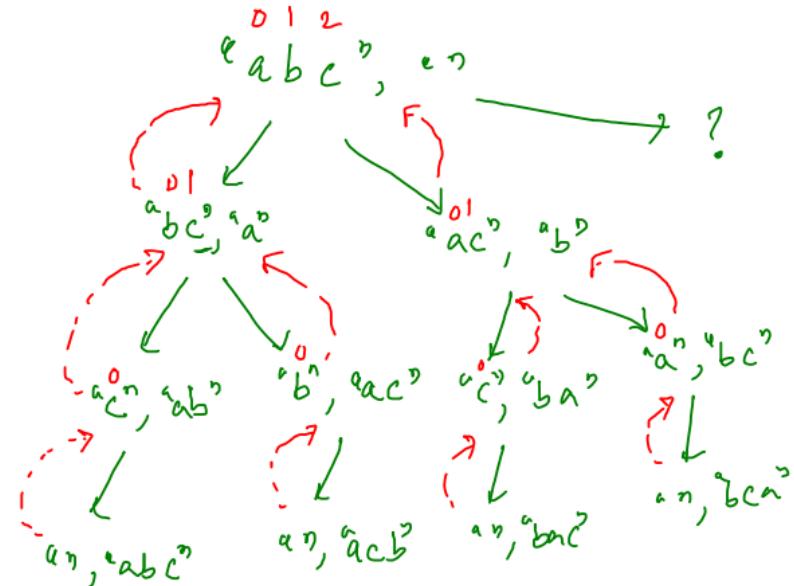
$$^{\alpha\eta} + "\eta" \Rightarrow \alpha\eta$$

$\text{slice}(0, 1) + \text{slice}(2)$

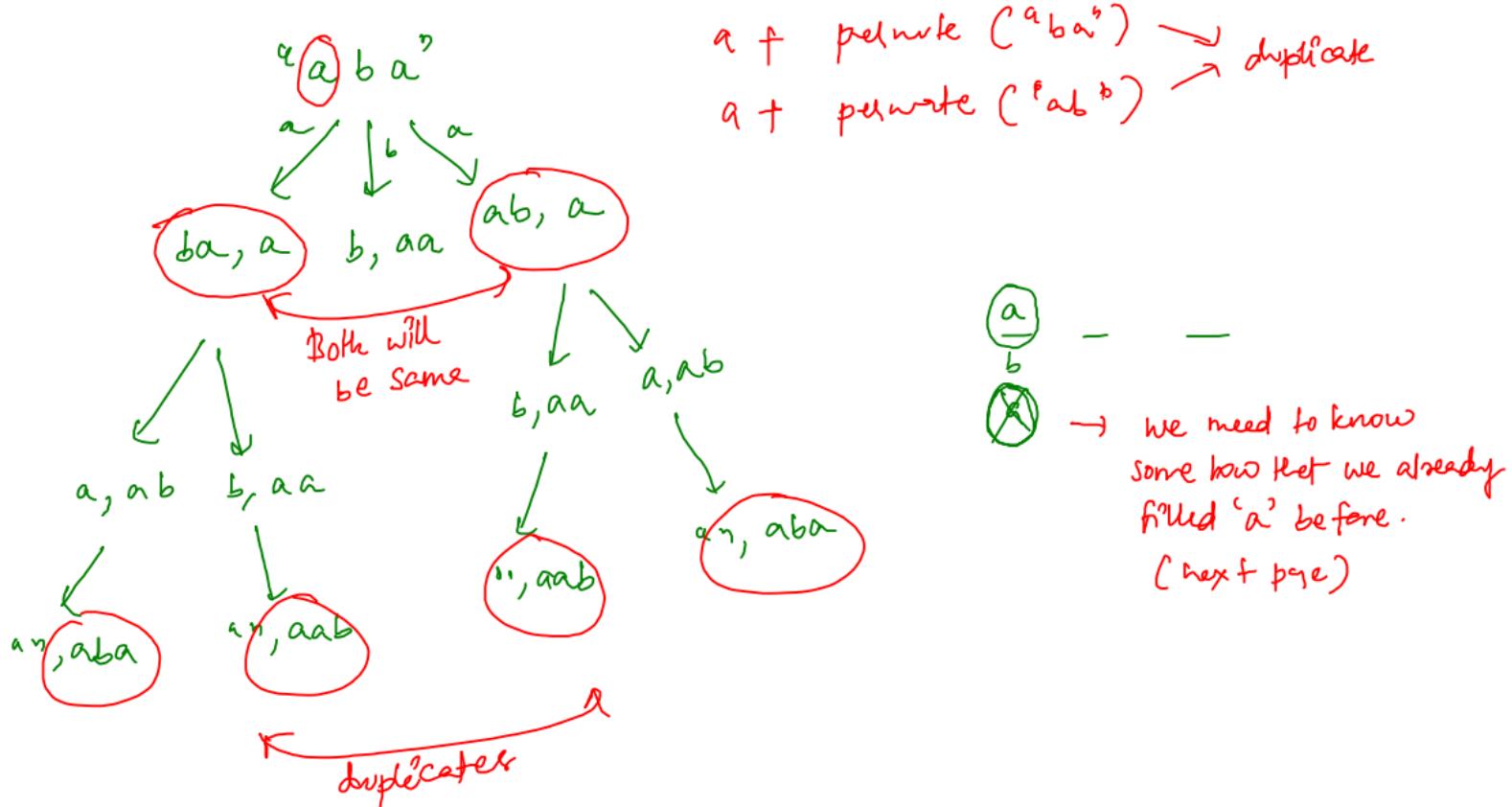
$$^{\alpha\eta} + "b" + ^{\alpha\eta} \Rightarrow \alpha b$$

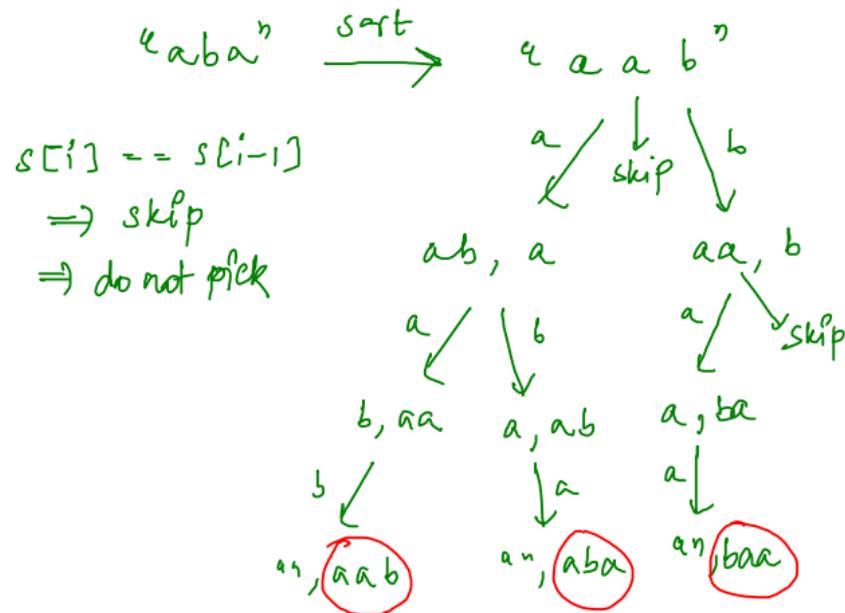
$\text{slice}(0, 1) + \text{slice}(2)$

$$^{\alpha\eta} + "c" \Rightarrow \alpha c$$



## # unique permutations (follow-up) :





IRS  
doubts + revision  
Smt - class  
dm - contest