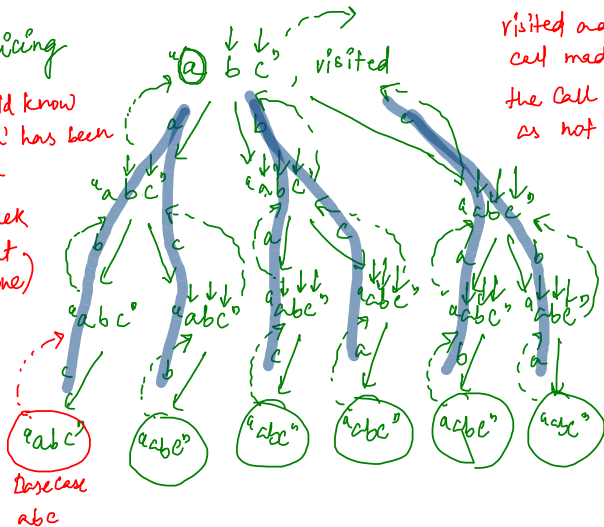


\* permutations Another approach :

→ no slicing

\* I should know  
that 'a' has been  
picked

★ Backtrack  
(erase what  
you have done)



★ As I picked  
a 'ch' I marked  
visited and rec  
call made, after  
the call mark it  
as not visited

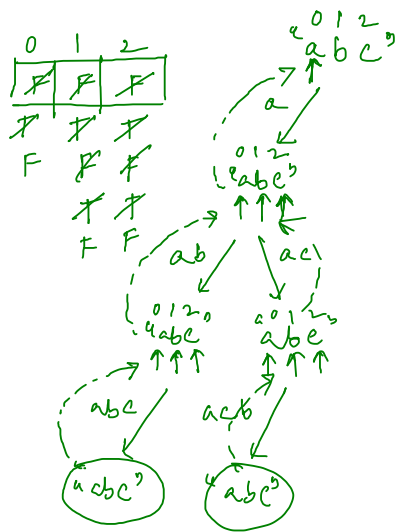
Sunday 11:59 AM  
deadline to start

[illegible]

```

1266 // another approach
1267 function permute(str, visited, path) {
1268   if (path.length == str.length) {
1269     console.log(path);
1270     return;
1271   }
1272
1273   for (let i = 0; i < str.length; i++) {
1274     if (visited[i] == false) {
1275       visited[i] = true;
1276       permute(str, visited, path + str[i]);
1277       visited[i] = false;
1278     }
1279   }
1280 }

```



```

6 function solve(nums, visited, path, ans) {
7
8   if(path.length == nums.length) {
9     ans.push([...path]);
10    return;
11  }
12
13  for(let i = 0; i < nums.length; i++) {
14    if(visited[i] == false) {
15      visited[i] = true;
16      path.push(nums[i]);
17      solve(nums, visited, path, ans);
18      visited[i] = false;
19      path.pop();
20    }
21  }
22 }
23
24
25 var permute = function(nums) {
26   const visited = [];
27   for(let i = 0; i < nums.length; i++) {
28     visited.push(false);
29   }
30   const path = []
31   const ans = []
32   solve(nums, visited, path, ans);
33   return ans;
34 };

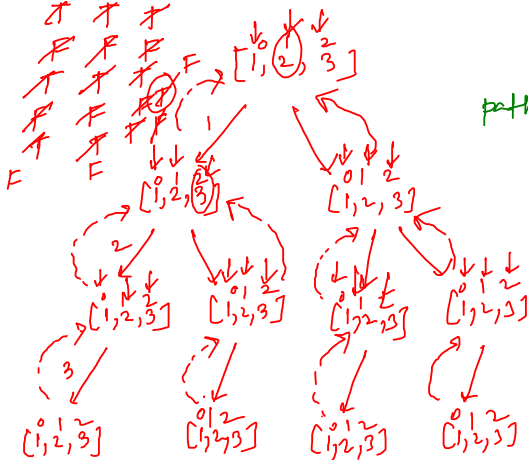
```

nums = [1, 2, 3]

\* make  
new copy  
and add

ans = [ [1, 2, 3]<sup>1000</sup>,  
[1, 3, 2]<sup>2000</sup>,  
[2, 1, 3]<sup>3000</sup>,  
[2, 3, 1]<sup>4000</sup> ]

visited = [~~F~~<sup>0</sup>, ~~F~~<sup>1</sup>, ~~F~~<sup>2</sup>]



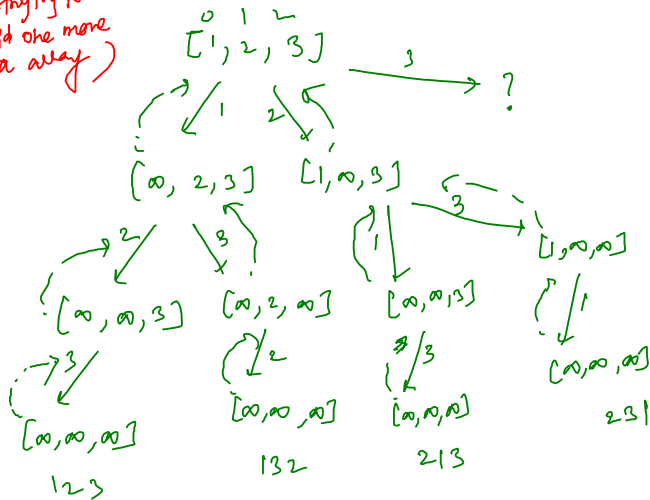
```

6 function solve(nums, path, ans) {
7
8     if(path.length == nums.length) {
9         ans.push([...path]);
10        return;
11    }
12
13    for(let i = 0; i < nums.length; i++) {
14        if(nums[i] != Infinity) {
15            const oldnum = nums[i]
16            path.push(nums[i]);
17            nums[i] = Infinity;
18            solve(nums, path, ans);
19            nums[i] = oldnum;
20            path.pop();
21        }
22    }
23 }
24
25
26 var permute = function(nums) {
27     const path = []
28     const ans = []
29     solve(nums, path, ans);
30     return ans;
31 };

```

★ we are using  
the same nums  
array as visited

(Just trying to  
avoid one more  
extra array)



- slicing
  - slicing + no duplicate
  - visited
  - visited + no duplicate
  - (use the same array as visited)
- } Backtrack

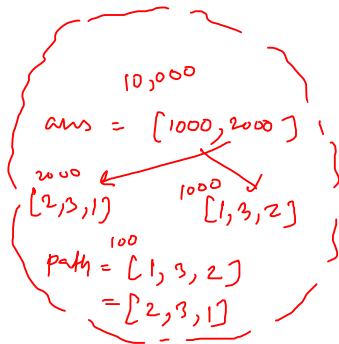
ans = push([... path])

① []

② [... path]

③ [... [1, 3, 2]]

④ [1, 3, 2]



Heap

9:35pm  
- 9:50pm  
Break

# \* Decode Ways!

ip: "226"

op: "b6f" (2)(2)(6)

"vf" (22)(6)

"bz" (2)(26)

ip: "123"

op: "abc" (1)(2)(3)

"lc" (12)(3)

"aw" (1)(23)

① - a	8 - h	15 - o	22 - v
2 - b	9 - i	16 - p	23 - w
3 - c	10 - j	17 - q	24 - x
4 - d	11 - k	18 - r	25 - y
5 - e	12 - l	19 - s	②6 - z
6 - f	13 - m	20 - t	
7 - g	14 - n	21 - u	

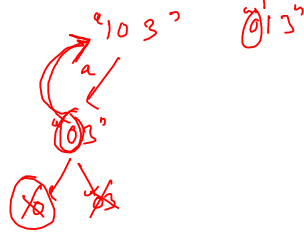
ip: 445

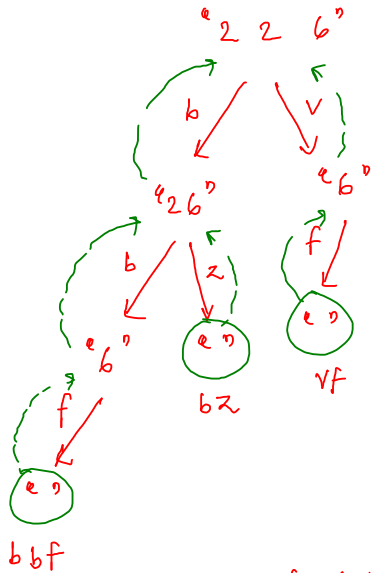
op: "dde"

## \* edge Case,

103

→ you cannot consider  
single ch





\* you can take a single digit always

\* you can take two digits if it is  $\leq 26$

1. *feasible*

$f(\text{str}, \text{idex}, \text{path})$

decode  $\text{idex} \rightarrow n$

\* for counting  $\rightarrow$  optimise using DP  
for printing  $\rightarrow$  rec + backtracking