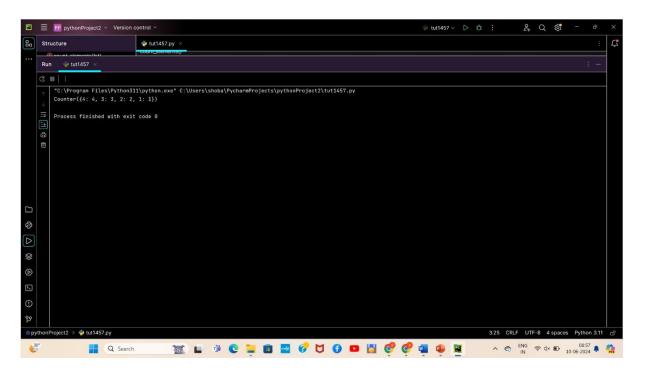
Assignment 3

1. Counting Elements.

Program: -

```
from collections import Counter
  def
count_elements(lst):
return Counter(lst)

# Example usage:
elements = [1, 2, 2, 3, 3, 4, 4, 4, 4]
element_counts = count_elements(elements)
print(element_counts)
```



Performing String Shifting.Program:

Output:

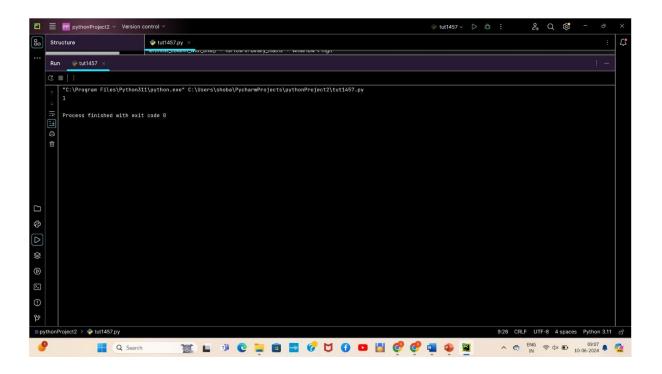
Copilot

[[1,1],[0,2],[1,3]]

3. Leftmost Column with least a One.

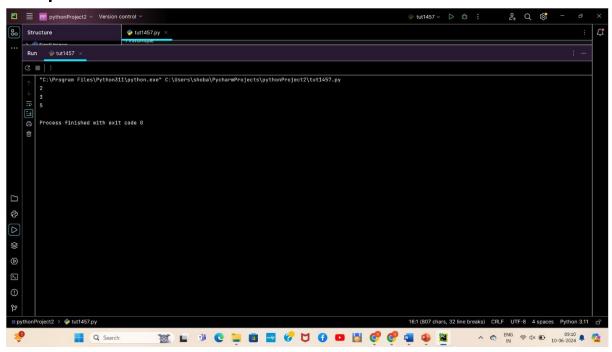
```
# Update the index of the leftmost column with '1'
leftmost_column = min(leftmost_column, high)

# If we have not found any '1', return -1
return -1 if leftmost_column == len(binary_matrix[0]) else
leftmost_column
binary_matrix
= [ [0, 0,
0, 1],
       [0, 1, 1, 1],
       [0, 0, 0, 0]
]
print(leftmost_column_with_one(
       binary_matrix)) # Output will be 1, which is the index of the leftmost
column with at least a '1'
```



4. First Unique Number.

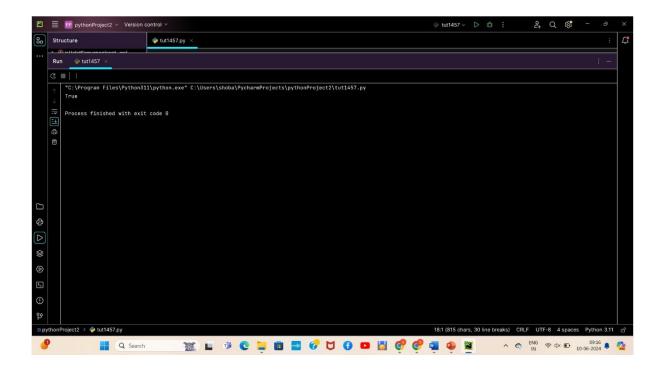
```
from collections import OrderedDict
 class FirstUnique:
  init__(self, nums):
self.queue = OrderedDict()
self.is unique = {}
num in nums:
self.add(num)
    def showFirstUnique(self):
if self.is_unique[num]:
                return num
return -1
     def add(self, value):
value not in self.is unique:
self.is_unique[value] = True
self.queue[value] = None
self.is unique[value] = False
self.queue.pop(value)
# Example usage:
firstUnique = FirstUnique([2, 3, 5])
print(firstUnique.showFirstUnique())
firstUnique.add(2)
print(firstUnique.showFirstUnique())
firstUnique.add(3)
print(firstUnique.showFirstUnique())
```



Check If a String Is a Valid Sequence from Root to Leaves Path in a Binary Tree.

Program:

```
class TreeNode:
                  def init (self, value=0,
left=None, right=None):
       self.val = value
self.left = left
self.right = right
 def isValidSequence(root,
arr):
   or node.val != arr[index]:
                                   return False
       if index == len(arr) - 1 and node.left is None and node.right is
       return dfs(node.left, index + 1) or dfs(node.right, index + 1)
   return dfs(root, 0)
 root = TreeNode(0) root.left =
TreeNode(1) root.right =
TreeNode(0) root.left.left =
TreeNode(0) root.left.left.left =
TreeNode(1) root.left.left.right =
TreeNode(0) root.right.left =
TreeNode(1) root.right.left.right
= TreeNode(0) root.right.right =
TreeNode(0)
print(isValidSequence(root, [0, 1, 0, 1]))
```



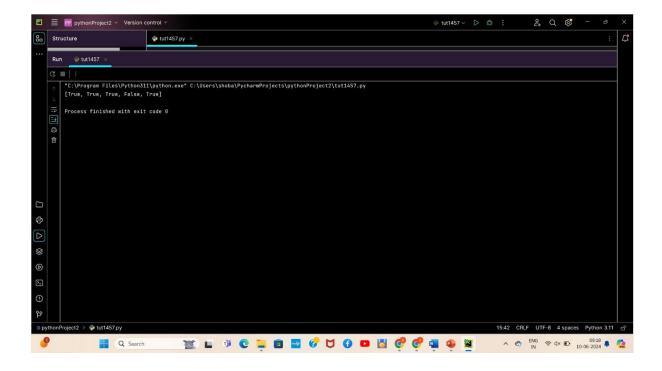
6. Kids With the Greatest Number of Candies. Program:

```
def kids_with_candies(candies, extra_candies):
    max_candies = max(candies)

    result = []
    for candy in
candies:
        result.append(candy + extra_candies >= max_candies)
        return

result

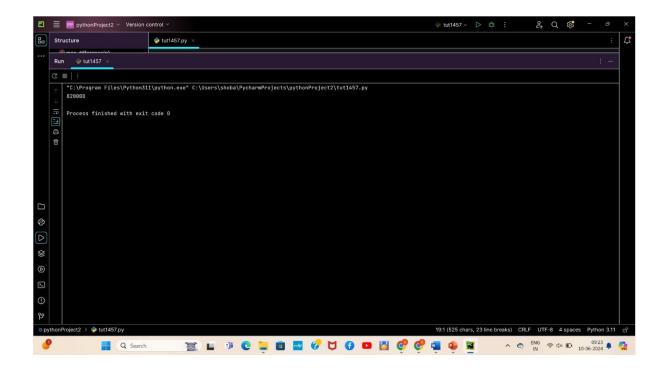
candies = [2, 3, 5, 1, 3] extra_candies = 3
print(kids_with_candies(candies,
extra_candies))
# Output: [True, True, True, False, True]
```



 Max Difference You Can Get From Changing an Integer.

Program:

```
def max difference(n):
    max val, min val = str n, str n
     for i, digit in
enumerate(str n):
                        if digit
           max val = str n[:i] + '9' + str_n[i + 1:]
     if str_n[0] !=
        min_val = '1' + str_n[1:]
        for i, digit in enumerate(str n[1:], start=1):
            if digit > '0':
                min_val = str_n[:i] + '0' + str_n[i + 1:]
break
     return int(max_val) -
int(min_val)
123456
print(max difference(n))
```



8. Check If a String Can Break Another String.

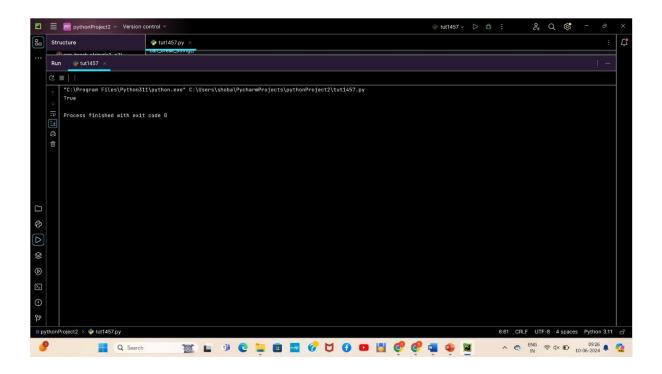
Program:

```
def can_break_string(s1, s2):
        sorted_s1 =
sorted(s1)        sorted_s2
= sorted(s2)
        can_s1_break_s2 = all(c1 >= c2 for c1, c2 in zip(sorted_s1,
sorted_s2))

        can_s2_break_s1 = all(c2 >= c1 for c1, c2 in zip(sorted_s1, sorted_s2))
        return can_s1_break_s2 or
can_s2_break_s1

    s1 =
"abc" s2
= "xya"
print(can_break_string(s1, s2))
```

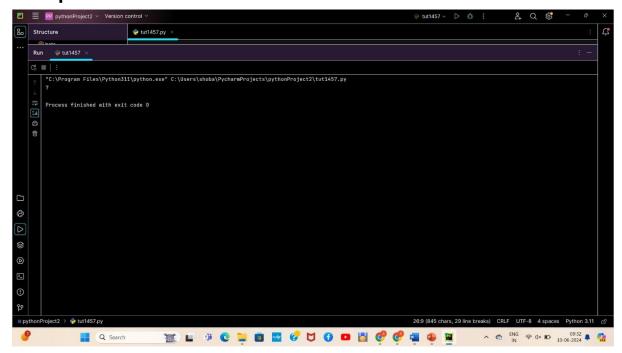
output:



9. Number of Ways to Wear Different Hats to Each Other.

```
def number ways(hats):
# Number of people
n = len(hats)
all hats = set(range(1, 41))
      hat_to_people = {i: [] for i in range(1, 41)}
for i, person hats in enumerate(hats):
                                               for hat
in person hats:
            hat_to_people[hat].append(i)
     def backtrack(assigned,
available hats):
        if len(assigned) == n:
ways = 0
        next_person = len(assigned)
hat in available hats:
next_person in hat_to_people[hat]:
                ways += backtrack(assigned + [hat], available hats - {hat})
return ways
    return backtrack([], all hats)
```

```
[1, 2, 3], [2, 3, 4],
]
print(number_ways(hats)) # Output will be the number of ways to wear different
hats
```



Next Permutations.

