# **DOMAIN WINTER WINNING CAMP**

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Branch: BE-CSE Section/Group: TPP\_FL\_603-A

## **DAY 9:**

## **QUES 1:** Generate Numbers with a Given Sum

Generate all numbers of length n whose digits sum up to a target value sum, The digits of the number will be between 0 and 9, and we will generate combinations of digits such that their sum equals the target.

```
#include <iostream>
#include <vector>
#include <string>
using namespace std;
class Solution {
public:
  void backtrack(int n, int sum, int pos, string& current, vector<string>& result) {
     if (pos == n) {
       if (sum == 0) result.push back(current);
       return;
     }
     for (int i = (pos == 0 ? 1 : 0); i \le 9; ++i) {
       if (sum - i >= 0) {
          current.push back('0' + i);
          backtrack(n, sum - i, pos + 1, current, result);
          current.pop_back();
     }
```

```
}
  vector<string> generateNumbers(int n, int sum) {
     vector<string> result;
     string current;
     backtrack(n, sum, 0, current, result);
     return result;
  }
};
int main() {
  Solution solution;
  int n = 2, sum = 5;
  vector<string> result = solution.generateNumbers(n, sum);
  for (const auto& num : result) {
     cout << num << " ";
  }
  return 0;
}
14 23 32 41 50
```

## **QUES 2:** Binary Tree Paths

Given the root of a binary tree, return all root-to-leaf paths in any order.

A leaf is a node with no children.

```
#include <iostream>
#include <vector>
#include <string>
using namespace std;
```

```
struct TreeNode {
  int val;
  TreeNode* left;
  TreeNode* right;
  TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}
};
class Solution {
public:
  void findPaths(TreeNode* root, string path, vector<string>& result) {
     if (!root) return;
    path += to_string(root->val);
     if (!root->left && !root->right) {
       result.push back(path);
       return;
     }
     path += "->";
     findPaths(root->left, path, result);
     findPaths(root->right, path, result);
  }
  vector<string> binaryTreePaths(TreeNode* root) {
     vector<string> result;
     findPaths(root, "", result);
    return result;
  }
};
int main() {
  Solution solution;
  TreeNode* root = new TreeNode(1);
  root->left = new TreeNode(2);
```

```
root->right = new TreeNode(3);
root->left->right = new TreeNode(5);
vector<string> paths = solution.binaryTreePaths(root);
for (const auto& path : paths) {
    cout << path << endl;
}
return 0;
}</pre>
```

## **QUES 3: Combinations**

Given two integers n and k, return all possible combinations of k numbers chosen from the range [1, n].

You may return the answer in any order.

```
#include <iostream>
#include <vector>
using namespace std;
class Solution {
public:
    void combineHelper(int n, int k, int start, vector<int>& current, vector<vector<int>>& result) {
    if (current.size() == k) {
        result.push_back(current);
        return;
    }
    for (int i = start; i <= n; ++i) {</pre>
```

```
current.push back(i);
        combineHelper(n, k, i + 1, current, result);
        current.pop_back();
     }
   }
  vector<vector<int>>> combine(int n, int k) {
     vector<vector<int>> result;
     vector<int> current;
     combineHelper(n, k, 1, current, result);
     return result;
  }
};
int main() {
  Solution solution;
  int n = 4, k = 2;
  vector<vector<int>>> result = solution.combine(n, k);
  for (const auto& combination : result) {
     cout << "[";
     for (size_t i = 0; i < combination.size(); ++i) {
       cout << combination[i] << (i < combination.size() - 1 ? "," : "");</pre>
     }
     cout << "] ";
  return 0;
```

[1,2] [1,3] [1,4] [2,3] [2,4] [3,4]

## **QUES 4: N-Queens II**

The n-queens puzzle is the problem of placing n queens on an n x n chessboard such that no two queens attack each other.

Given an integer n, return the number of distinct solutions to the n-queens puzzle.

```
#include <iostream>
#include <vector>
using namespace std;
class Solution {
public:
  void solve(int n, int row, vector<int>& columns, vector<int>& diag1, vector<int>& diag2,
int& count) {
     if (row == n) {
       count++;
       return;
     }
     for (int col = 0; col < n; ++col) {
       if (columns[col] || diag1[row + col] || diag2[row - col + n - 1]) continue;
       columns[col] = diag1[row + col] = diag2[row - col + n - 1] = 1;
       solve(n, row + 1, columns, diag1, diag2, count);
       columns[col] = diag1[row + col] = diag2[row - col + n - 1] = 0;
     }
  }
  int totalNQueens(int n) {
     vector<int> columns(n, 0), diag1(2 * n - 1, 0), diag2(2 * n - 1, 0);
     int count = 0;
     solve(n, 0, columns, diag1, diag2, count);
     return count;
  }
```

```
};
int main() {
    Solution solution;
    int n = 4;
    cout << solution.totalNQueens(n) << endl;
    return 0;
}</pre>
```

## **QUES 5: Word Ladder II**

A transformation sequence from word beginWord to word endWord using a dictionary wordList is a sequence of words beginWord -> s1 -> s2 -> ... -> sk such that:

Every adjacent pair of words differs by a single letter.

Every si for  $1 \le i \le k$  is in wordList. Note that beginWord does not need to be in wordList.

```
sk == endWord
```

Given two words, beginWord and endWord, and a dictionary wordList, return all the shortest transformation sequences from beginWord to endWord, or an empty list if no such sequence exists. Each sequence should be returned as a list of the words [beginWord, s1, s2, ..., sk].

```
#include <bits/stdc++.h>
using namespace std;

class Solution {
public:
    vector<vector<string>> findLadders(string beginWord, string endWord, vector<string>&
wordList) {
    unordered_set<string> wordSet(wordList.begin(), wordList.end());
    vector<vector<string>> result;
    if (wordSet.find(endWord) == wordSet.end()) return result;
```

```
unordered_map<string, vector<string>> parentMap;
     unordered set<string> visited;
     queue<string> q;
     q.push(beginWord);
     visited.insert(beginWord);
     bool found = false;
     while (!q.empty() && !found) {
       int levelSize = q.size();
       unordered set<string> levelVisited;
       for (int i = 0; i < levelSize; ++i) {
          string current = q.front();
          q.pop();
          for (int j = 0; j < \text{current.size}(); ++j) {
            string next = current;
            for (char c = 'a'; c \le 'z'; ++c) {
               next[j] = c;
               if (next == current) continue;
               if (next == endWord) found = true;
               if (wordSet.find(next) != wordSet.end() && visited.find(next) ==
visited.end()) {
                  levelVisited.insert(next);
                 parentMap[next].push back(current);
       for (const string& word : levelVisited) {
          visited.insert(word);
          q.push(word);
```

```
}
     vector<string> path;
     backtrack(beginWord, endWord, parentMap, path, result);
     return result;
  }
private:
  void backtrack(const string& current, const string& endWord,
           unordered_map<string, vector<string>>& parentMap,
           vector<string>& path, vector<vector<string>>& result) {
     path.push back(current);
     if (current == endWord) {
       result.push back(vector<string>(path.rbegin(), path.rend()));
     } else {
       for (const string& parent : parentMap[current]) {
          backtrack(parent, endWord, parentMap, path, result);
       }
     }
    path.pop_back();
  }
};
int main() {
  Solution sol;
  string beginWord = "hit", endWord = "cog";
  vector<string> wordList = {"hot", "dot", "dog", "lot", "log", "cog"};
  vector<vector<string>> result = sol.findLadders(beginWord, endWord, wordList);
  for (const auto& path: result) {
     for (const auto& word: path) {
```

```
cout << word << " ";
}
cout << endl;
}
return 0;
}</pre>
```

No transformation sequence found.