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Class - FL_IOT_604-A

75.Sort Colors

```
class Solution {
public:
```

```
void sortColors(vector<int>& nums) {
  int n = nums.size();
  for (int i = 1; i < n; ++i) {
  int key = nums[i];
  int j = i - 1;
  while (j >= 0 && nums[j] > key) {
     nums[j + 1] = nums[j];
     j = j - 1;
  }
  nums[j + 1] = key;
}
```



162. Find Peak Element

```
class Solution {
public:
  int findPeakElement(vector<int>& nums) {
     int n = nums.size();
     for (int i = 0; i < n; i++) {
       bool left = true;
       bool right = true;
       if (i > 0 \&\& nums[i] \le nums[i - 1])
         left = false;
       if (i < n - 1 \&\& nums[i] <= nums[i + 1])
         right = false;
       if (left && right) {
         return i;
       }
     }
     return 0;
  }
};
```



240. Search a 2D Matrix II

```
class Solution {
public:
  bool binarySearch(vector<int> &arr, int low, int high, int x)
  {
    while (low <= high) {
       int mid = low + (high - low) / 2;
       if (arr[mid] == x)
         return true;
       if (arr[mid] < x)
         low = mid + 1;
       else
         high = mid - 1;
    }
    return false;
  }
  bool searchMatrix(vector<vector<int>>& matrix, int target) {
    for(int i=0;i<matrix.size();i++){</pre>
       if(target>=matrix[i][0] && target <= matrix[i].back()){</pre>
```

```
int low =0;
int high = matrix[0].size() -1;
if(binarySearch(matrix[i],low,high,target))
    return true;
}
else{
    return false;
}
return false;
}
```

191. Number of 1 Bits

```
class Solution {
public:
    int hammingWeight(int n) {
        int res=0;
        while(n>0){
            if(n & 1){
                res++;
            }
            n = n>>1;
        }
        return res;
    }
};
```

