# **ASSIGNMENT-1(AP)**

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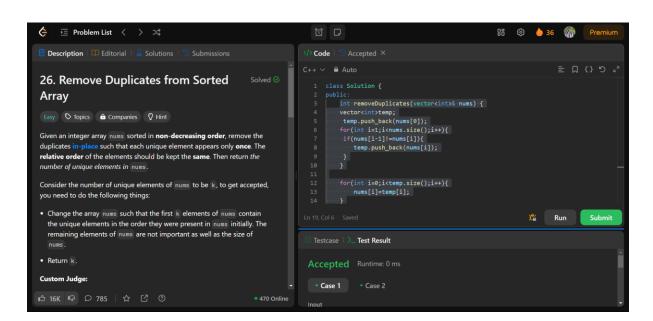
**UID: 22BCS14059** 

Section: 22BCS\_FL\_IOT-604

Group: A

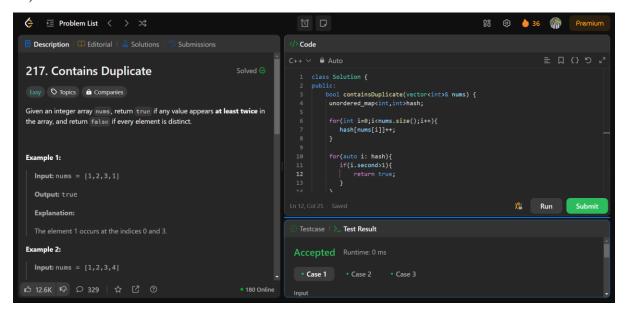
#### 1) Remove duplicates from a sorted array

```
int removeDuplicates(vector<int>& nums) {
   vector<int>temp;
   temp.push_back(nums[0]);
   for(int i=1;i<nums.size();i++){
      if(nums[i-1]!=nums[i]){
      temp.push_back(nums[i]);
      }
   }
   for(int i=0;i<temp.size();i++){
      nums[i]=temp[i];
   }
   for(int i=temp.size();i<nums.size();i++){
      nums[i]=0;
   }
   return temp.size();
}</pre>
```



### 2) Contains duplicate

```
bool containsDuplicate(vector<int>& nums) {
   unordered_map<int,int>hash;
   for(int i=0;i<nums.size();i++) {
     hash[nums[i]]++;
   }
   for(auto i: hash) {
     if(i.second>1) {
       return true;
     }
   }
   return false;
}
```



#### 3)Two Sum

```
vector<int> twoSum(vector<int>& nums, int target) {
    map<int,int>mapp;
    for(int i=0;i<nums.size();i++){
    int x=nums[i];
    int more=target-x;
    if(mapp.find(more)!=mapp.end()){
        return {mapp[more],i};
    }
}</pre>
```

Testcase | >\_ Test Result

• Case 1 • Case 2 • Case 3

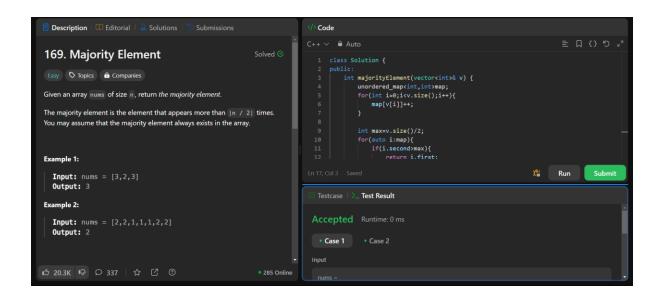
#### 4) Majority Element

**Input:** nums = [2,7,11,15], target = 9

Output: [0,1]
Explanation: Because nums[0] + nums[1] == 9, we return

Example 1:

```
int majorityElement(vector<int>& v) {
    unordered_map<int,int>map;
    for(int i=0;i<v.size();i++){
        map[v[i]]++;
    }
    int max=v.size()/2;
    for(auto i:map){
        if(i.second>max){
            return i.first;
        }
    }
    return -1;
```



### 5) Valid Palindrome

```
bool isPalindrome(string s) {
  transform(s.begin(), s.end(), s.begin(), ::tolower);
  string output="";
  for(int i=0;i < s.length(); i++){
     if(s[i] \ge a' \&\& s[i] \le z' \parallel isdigit(s[i]))
       output.push_back(s[i]);
     }
   }
  int i=0;
  int j=output.length()-1;
  while(i \le j)
    if(output[i]==output[j]){}
       i++;
       j--;
     else{
       return false;
```

```
return true;
}
```

```
Description □ Editorial □ Solutions □ Submissions

125. Valid Palindrome

Solved ⊘

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A phrase is a palindrome if, after converting all uppercase letters into lowercase letters and removing all non-alphanumeric characters, it reads the same forward and backward. Alphanumeric characters include letters and numbers.

Given a string □, return true if it is a palindrome, or false otherwise.

Example 1:

Input: s = "A man, a plan, a canal: Panama"
Output: true
Explanation: "amanaplanacanalpanama" is a palindrome.

Example 2:

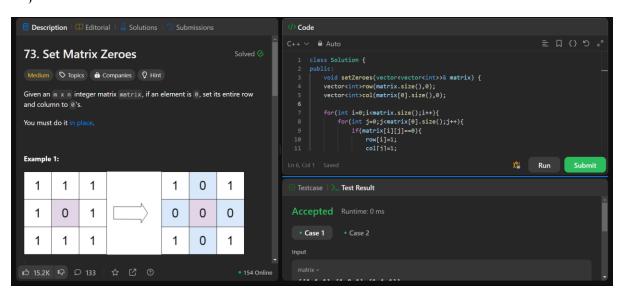
Input: s = "race a car"
Output: s = "race a
```

## 6) Set Matrix Zeroes

```
void setZeroes(vector<vector<int>>& matrix) {
    vector<int>row(matrix.size(),0);
    vector<int>col(matrix[0].size(),0);

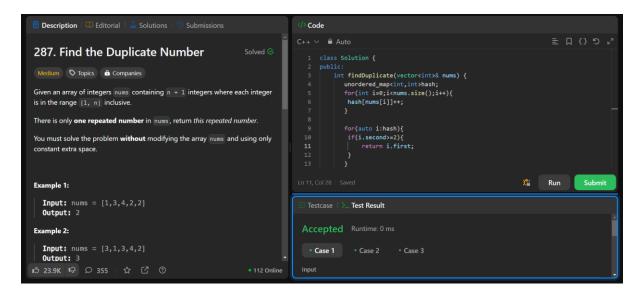
    for(int i=0;i<matrix.size();i++) {
        if(matrix[i][j]==0) {
            row[i]=1;
            col[j]=1;
        }
    }
    for(int i=0;i<matrix.size();i++) {
        if(row[i]==1 || col[j]==1) {
            matrix[i][j]=0;
        }
}</pre>
```

```
}
```



# 7) Finding duplicate number

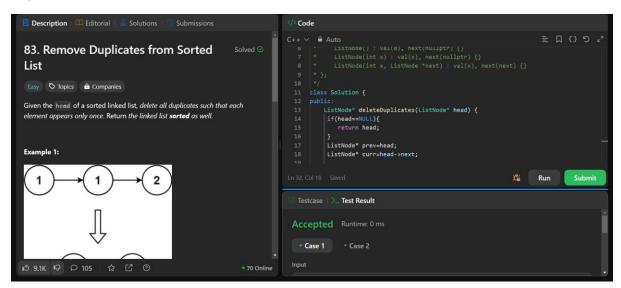
```
int findDuplicate(vector<int>& nums) {
    unordered_map<int,int>hash;
    for(int i=0;i<nums.size();i++){
        hash[nums[i]]++;
    }
    for(auto i:hash){
        if(i.second>=2){
            return i.first;
        }
    }
    return -1;
```



### 8) Remove duplicates from a sorted list

```
ListNode* deleteDuplicates(ListNode* head) {
  if(head==NULL){
    return head;
  ListNode* prev=head;
  ListNode* curr=head->next;
  while(curr!=NULL){
  ListNode* temp=curr;
  if(prev->val==temp->val){
    curr=curr->next;
    prev->next=curr;
    delete temp;
   }
  else{
    prev=curr;
    curr=curr->next;
  return head;
```

}

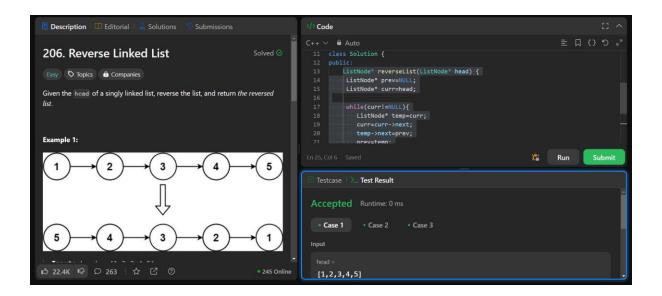


### 9) Reverse a linked list

```
ListNode* reverseList(ListNode* head) {
   ListNode* prev=NULL;
   ListNode* curr=head;

while(curr!=NULL){
   ListNode* temp=curr;
   curr=curr->next;
   temp->next=prev;
   prev=temp;
}

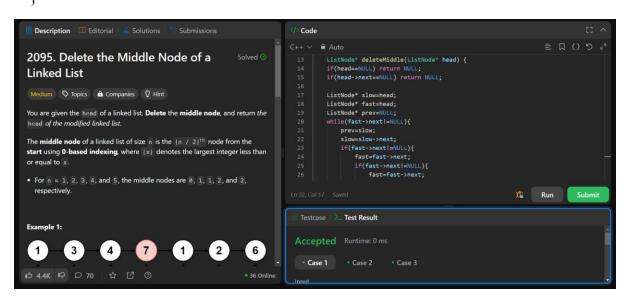
return prev;
```



### 10) Delete middle node of a listCW

```
ListNode* deleteMiddle(ListNode* head) {
  if(head==NULL) return NULL;
  if(head->next==NULL) return NULL;
  ListNode* slow=head;
  ListNode* fast=head;
  ListNode* prev=NULL;
  while(fast->next!=NULL){
    prev=slow;
    slow=slow->next;
    if(fast->next!=NULL){
      fast=fast->next;
      if(fast->next!=NULL){
         fast=fast->next;
  prev->next=slow->next;
```

```
slow->next=NULL;
return head;
}
```

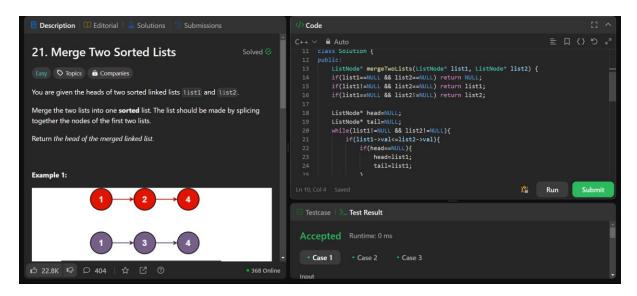


#### 11) Merge two sorted linked lists

```
ListNode* mergeTwoLists(ListNode* list1, ListNode* list2) {
    if(list1==NULL && list2==NULL) return NULL;
    if(list1!=NULL && list2==NULL) return list1;
    if(list1==NULL && list2!=NULL) return list2;

ListNode* head=NULL;
ListNode* tail=NULL;
while(list1!=NULL && list2!=NULL){
    if(list1->val<=list2->val){
        if(head==NULL){
            head=list1;
            tail=list1;
        }
        else {
            tail->next=list1;
            tail=list1;
```

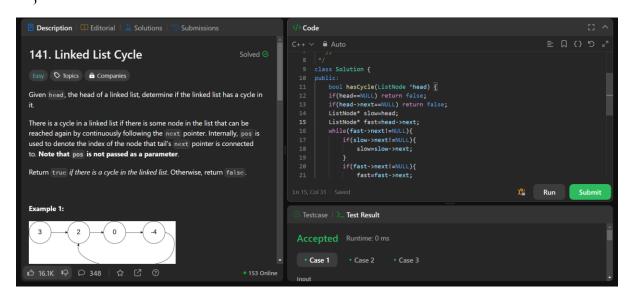
```
}
     list1=list1->next;
  }
  else\{
    if(head==NULL){
       head=list2;
       tail=list2;
    }
    else\{
       tail->next=list2;
       tail=list2;
    list2=list2->next;
while(list1!=NULL){
  tail->next=list1;
  tail=list1;
  list1=list1->next;
while(list2!=NULL){
  tail->next=list2;
  tail=list2;
  list2=list2->next;
return head;
```



## 12) Detect a cycle in a linked list

```
bool hasCycle(ListNode *head) {
  if(head==NULL) return false;
  if(head->next==NULL) return false;
  ListNode* slow=head;
  ListNode* fast=head->next;
  while(fast->next!=NULL){
    if(slow->next!=NULL){
       slow=slow->next;
    if(fast->next!=NULL){
       fast=fast->next;
       if(slow == fast){
         return true;
       if(fast->next!=NULL){
         fast=fast->next;
         if(slow == fast)
            return true;
```

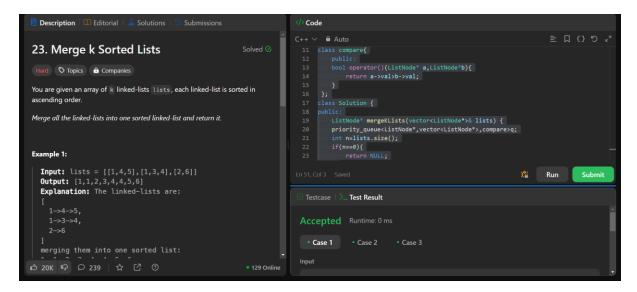
```
}
}
return false;
```



### 13)

```
class compare{
  public:
  bool operator()(ListNode* a,ListNode*b){
    return a->val>b->val;
  }
};
class Solution {
public:
  ListNode* mergeKLists(vector<ListNode*>& lists) {
  priority_queue<ListNode*,vector<ListNode*>,compare>q;
  int n=lists.size();
  if(n==0){
    return NULL;
  }
}
```

```
for(int i=0;i<n;i++){
    ListNode* temp=lists[i];
    if(temp!=NULL){
      q.push(temp);
    }
  }
  ListNode* head=NULL;
  ListNode* tail=NULL;
  while(!q.empty()){
    ListNode* temp=q.top();
    q.pop();
    if(head==NULL){
      head=temp;
      tail=temp;
    }
    else\{
      tail->next=temp;
      tail=temp;
    if(temp->next!=NULL){
      q.push(temp->next);
    }
  }
  return head;
  }
};
```

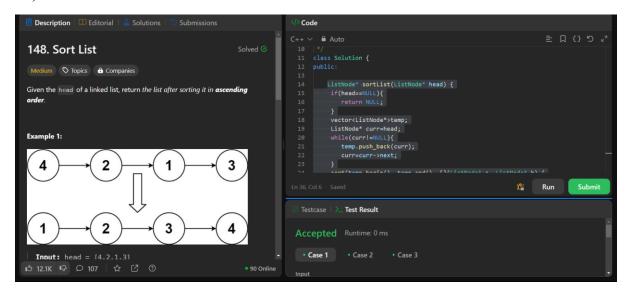


#### 14) Sort List

```
ListNode* sortList(ListNode* head) {
  if(head==NULL){
    return NULL;
  vector<ListNode*>temp;
  ListNode* curr=head;
  while(curr!=NULL){
    temp.push back(curr);
    curr=curr->next;
  sort(temp.begin(), temp.end(), [](ListNode* a, ListNode* b) {
  return a->val < b->val;
});
  ListNode* newhead=temp[0];
  ListNode* cur=temp[0];
  for(int i=1;i<temp.size();i++){
    cur->next=temp[i];
    cur=temp[i];
```

```
cur->next=NULL;
return newhead;
```

}



# 15)Jump Game

```
bool canJump(vector<int>& nums) {

int goal = nums.size() - 1; i >= 0; i--) {

if (i + nums[i] >= goal) {

goal = i;

}

return goal == 0;

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```