1. Jump Game II

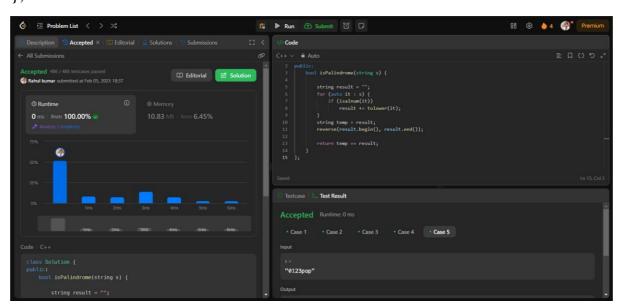
```
class Solution {
public:
   int jump(vector<int>& nums) {
       int n=nums.size();
       int maxi=0;
       int current=0;
       int count=0;
       for(int i=0;i< n-1;i++){}
           maxi=max(maxi,i+nums[i]);
           if(i==current){
               count++;
               current=maxi;
               if(current>=n-1)break;
        return count;
                                                                int n = nums.size();
sort(nums.begin(),nums.end());
vector<vector<int>> finalArr;
for(int i =0;<n-2;i++){
    if(i>0 && nums[i]=-nums[i-1])
    continue;
  45 ms | Beats 77.52% 🍑
```

2. Jump Game

```
class Solution {
public:
  bool canJump(vector<int>& nums) {
     int n=nums.size();
     int maxJump=0;
     for(auto i=0;i<n;++i){
       if(i>maxJump)return false;
       maxJump=max(maxJump,i+nums[i]);
     return true;
  }
   7 ms | Beats 16.28%
```

4. Valid Palindrome

```
class Solution {
public:
  bool isPalindrome(string s) {
    string result = "";
    for (auto it : s) {
        if (isalnum(it))
           result += tolower(it);
    }
    string temp = result;
    reverse(result.begin(), result.end());
    return temp == result;
}
```

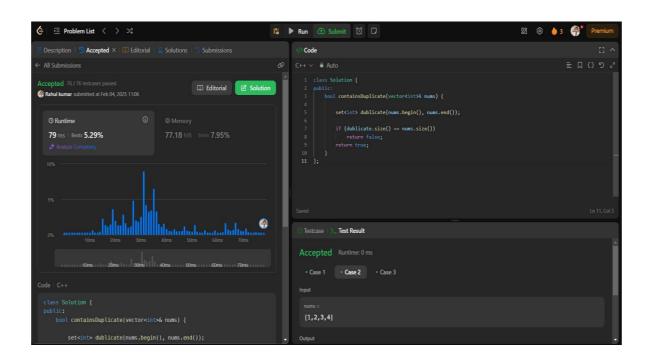


6. Majority Element

```
class Solution {
public:
    int majorityElement(vector<int>& nums) {
         map<int, int> freq;
         int n = nums.size();
         int majority = 0;
         for (auto it : nums) {
             freq[it]++;
         for (auto it : freq) {
             if (it.second > n/2)
                  majority = it.first;
         }
         return majority;
                                                                          vectorkint> twoSum(vectorkint>& nums, int target) {
unordered_mapkint, int> numMap;
int n = nums.size();
                                                                             (int i = 0; i < n; i++) {
  int complement = target - nums[i];
  if (numMap.count(complement)) {
    return (numMap(complement), i);
}</pre>
         Beats 46.70%
```

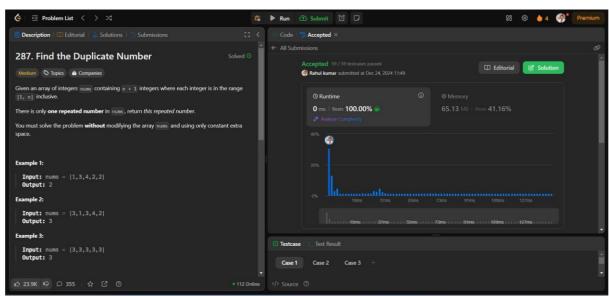
7. Contains Duplicate

```
class Solution {
  public:
    bool containsDuplicate(vector<int>& nums) {
      set<int> dublicate(nums.begin(), nums.end());
      if (dublicate.size() == nums.size())
        return false;
    return true;
  }
};
```



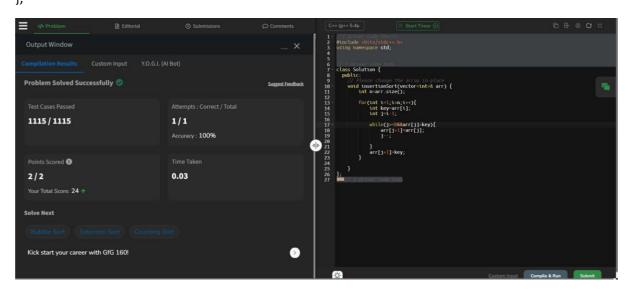
8. Find the Duplicate Number

```
class Solution {
public:
  int findDuplicate(vector<int>& nums) {
     int slow = nums[0];
     int fast = nums[0];
     do {
       slow = nums[slow];
       fast = nums[nums[fast]];
     } while (slow != fast);
     slow = nums[0];
     while (slow != fast) {
       slow = nums[slow];
       fast = nums[fast];
     return slow;
  }
};
```



9. Insertion Sort

```
// code
class Solution {
 public:
  void insertionSort(vector<int>& arr) {
    int n=arr.size()
    for(int i=1;i<n;i++){
       int key=arr[i];
       int j=i-1;
       while(j>=0\&&arr[j]>key){}
         arr[j+1]=arr[j];
         j--;
       }
       arr[j+1]=key;
    }
  }
};
```



10. Two Sum

```
class Solution {
public:
  vector<int> twoSum(vector<int>& nums, int target) {
     vector<pair<int, int>> indexedNums;
     for (int i = 0; i < nums.size(); i++) {
       indexedNums.push_back({nums[i], i});
     }
     sort(indexedNums.begin(), indexedNums.end());
     int left = 0, right = nums.size() - 1;
     while (left < right) {
       int sum = indexedNums[left].first + indexedNums[right].first;
       if (sum == target) {
          return {indexedNums[left].second, indexedNums[right].second};
       } else if (sum < target) {
          left++;
       } else {
          right--;
        }
     }
     return { };
  }
};
```

