**import** UIKit

**class** Range {

**func** getRange(input: String) -> [Int] {

**var** rangeArray : [Int] = []

**let** inputArray : [String] = input.map { String($0) }

**let** min: Int = Int(inputArray[1]) ?? 0

**let** max: Int = Int(inputArray[4]) ?? 0

**if** (min > max) {

**return** []

}

**if**(inputArray.first == "[" && inputArray.last == "]"){

**for** index **in** min...max {

rangeArray.append(index)

}

}

**if**(inputArray.first == "[" && inputArray.last == ")"){

**for** index **in** min..<max {

rangeArray.append(index)

}

}

**if**(inputArray.first == "(" && inputArray.last == "]"){

**for** index **in** min + 1 ... max {

rangeArray.append(index)

}

}

**if**(inputArray.first == "(" && inputArray.last == ")"){

**for** index **in** min + 1 ... max - 1{

rangeArray.append(index)

}

}

**return** rangeArray

}

**func** endPoint(input: String) -> String {

**let** inputArray : [String] = input.map { String($0) }

**let** min: Int = Int(inputArray[1]) ?? 0

**let** max: Int = Int(inputArray[4]) ?? 0

**if**(inputArray.first == "[" && inputArray.last == "]"){

**return** input

}

**if**(inputArray.first == "[" && inputArray.last == ")"){

**return** "[\(min), \(max - 1)]"

}

**if**(inputArray.first == "(" && inputArray.last == "]"){

**return** "[\(min + 1), \(max)]"

}

**if**(inputArray.first == "(" && inputArray.last == ")"){

**return** "[\(min + 1), \(max - 1)]"

}

**return** ""

}

}

**let** firstRange = Range()

firstRange.getRange(input: "[1, 3]").contains(2) //Contains

firstRange.getRange(input: "[1, 3]").count //size

print(Range().getRange(input: "[1, 3]")) // array values

print(Range().getRange(input: "[1, 3)"))

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print(Range().getRange(input: "(1, 3)"))

print(Range().endPoint(input: "[1, 3]"))

print(Range().endPoint(input: "[1, 3)"))

print(Range().endPoint(input: "(1, 3]"))

print(Range().endPoint(input: "(1, 3)"))