Your Solutions

Solution 1 Solution 2

Run Code

Our Solution(s)

```
Run Code
Solution 1 Solution 2
```

```
1 // Copyright © 2020 AlgoExpert, LLC. All rights reserved.
 3 #include <vector>
4 #include <unordered_map>
 5 #include <algorithm>
 6 using namespace std;
8 class JobNode {
9 public:
10
     int job;
     vector<JobNode *> deps;
11
12
     int numOfPrereqs;
13
14
     JobNode(int job);
15 };
16
17 class JobGraph {
18 public:
19
     vector<JobNode *> nodes;
20
     unordered_map<int, JobNode *> graph;
21
22
     JobGraph(vector<int> jobs);
23
     void addDep(int job, int dep);
24
     void addNode(int job);
25
     JobNode *getNode(int job);
26 };
27
28 JobGraph *createJobGraph(vector<int> jobs, vector<vector<int>> deps);
29 vector<int> getOrderedJobs(JobGraph *graph);
30 void removeDeps(JobNode *node, vector<JobNode *> *nodesWithNoPrereqs);
32 // O(j + d) time | O(j + d) space
```

33 vector<int> topologicalSort(vector<int> jobs, vector<vector<int>> deps

```
1 #include <vector>
2 using namespace std;
4 vector<int> topologicalSort(vector<int> jobs, vector<vector<int>> deps
   // Write your code here.
   return {};
7 }
8
```

Solution 3

Our Tests Custom Output Submit Code

Run or submit code when you're ready.

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