

1. **Equal Array:**

```
class Solution {
public:
    bool check(vector<int>& arr1, vector<int>& arr2) {
        sort(arr1.begin(),arr1.end());
        sort(arr2.begin(),arr2.end());
        return arr1 == arr2;
    }
};
```

**Time Complexity:**  $O(N \log N)$

2. **Linked List Palindrome:**

```
class Solution {
public:
    bool isPalindrome(Node *head) {
        vector<int> arr;
        Node* current = head;
        while (current != nullptr) {
            arr.push_back(current->data);
            current = current->next;
        }
        int n = arr.size();
        for (int i = 0; i < n / 2; i++) {
            if (arr[i] != arr[n - i - 1]) {
                return false;
            }
        }
        return true;
    }
};
```

**Time Complexity:**  $O(N)$

3. **Floor in Sorted Array:**

```
class Solution {
public:
    int findFloor(vector<int>& arr, int k) {
        int maxRes = -1;
        int res = -1;
        for (int i = 0; i < arr.size(); i++) {
            if (arr[i] <= k && arr[i] > maxRes) {
                maxRes = arr[i];
            }
        }
        return maxRes;
    }
};
```

```

        res = i;
    }
}
return res;
}
};
Time Complexity:  $O(N)$ 

```

#### 4. Triplet Sum:

```

class Solution {
public:
    bool find3Numbers(int arr[], int n, int x) {
        sort(arr, arr + n);

        for (int i = 0; i < n - 2; i++) {
            int left = i + 1;
            int right = n - 1;

            while (left < right) {
                int currentSum = arr[i] + arr[left] + arr[right];

                if (currentSum == x) {
                    return true;
                } else if (currentSum < x) {
                    left++;
                } else {
                    right--;
                }
            }
        }

        return false;
    }
};

```

**Time Complexity:**  $O(N^2)$

#### 5. 0/1 Knapsack Problem:

```

class Solution {
public:
    int knapSack(int capacity, vector<int>& val, vector<int>& wt) {
        int n = val.size();
        vector<vector<int>> dp(n + 1, vector<int>(capacity + 1, 0));

        for (int i = 1; i <= n; i++) {
            for (int j = 0; j <= capacity; j++) {
                dp[i][j] = dp[i - 1][j];
            }
        }
    }
};

```

```

        if (j >= wt[i - 1]) {
            dp[i][j] = max(dp[i][j], dp[i - 1][j - wt[i - 1]] + val[i - 1]);
        }
    }
}

return dp[n][capacity];
}
};

```

**Time Complexity:**  $O(N * \text{Capacity})$

**Output:**

## 6. Balanced tree check

```

class Solution {
public:
    bool isBalanced(TreeNode* root) {
        return checkHeight(root) != -1;
    }

private:
    int checkHeight(TreeNode* node) {
        if (!node) return 0;

        int leftHeight = checkHeight(node->left);
        if (leftHeight == -1) return -1;

        int rightHeight = checkHeight(node->right);
        if (rightHeight == -1) return -1;

        if (abs(leftHeight - rightHeight) > 1) return -1;

        return max(leftHeight, rightHeight) + 1;
    }
};

```

**Time Complexity:**  $O(N)$