LeetCode 第 36 号问题: 有效的数独

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题目来源于 LeetCode 第 36 号问题: 有效的数独.

题目

判断一个 9x9 的数独是否有效。只需要根据以下规则,验证已经填入的数字是否有效即可。

```
数字 1-9 在每一行只能出现一次。
数字 1-9 在每一列只能出现一次。
数字 1-9 在每一个以粗实线分隔的 3x3 宫内只能出现一次。
```

示例 1:

```
輸入:

["5","3",".","",",",",",",","],
["6",".",","1","9","5",".",""],
[".","9","8",".",".",",",","],
["8",".",".","6",".",".","1"],
["4",".",".","2",".",".","6"],
[".","6",".",".","2","8","."],
[".","6",".","3",".","5"],
[".",".","3","4","1","9",".","5"],
[".",".",".","4","1","9",".","3"]]]

輸出: true
```

示例 2:

```
输入:

["8","3",".",",",",",",",",",","],
["6",".",",",",",",",",",","],
[".","9","8",".",",",",",",","],
["8",".",",",",",",",",",","],
["4",".",",",",",",",",",",","],
["7",",",",",",",",",",",",",","],
[".","6",",",",",",",",",",",",","],
[".",",",",",",",",",",",",",",",","]]
]

输出: false

解释: 除了第一行的第一个数字从 5 改为 8 以外,空格内其他数字均与 示例1 相同。
但由于位于左上角的 3x3 宫内有两个 8 存在,因此这个数独是无效的。
```

示例 3:

```
输入: [1,3,5,6], 7
输出: 4
```

示例 4:

```
输入: [1,3,5,6], 0
输出: 0
```

思路解析

一次遍历法

思路

这道题因为需要判断数值是否存在,所以用Hash Map是一个很好的选择。 因为每一行、每一列、每一格都是需要单独进行判断的,所以需要建立三个长度为9的HashMap数组,分别存放行、列、格的数值。

通过一个二层循环遍历这个9*9的数组,把当前格的数值存放到对应的HashMap中,判断之前是否已经存放过了,如果已经存放过那就退出,返回false,如果是.的话那就跳过,这样只需要遍历一边就可以了。

动画理解

代码实现

```
//时间复杂度: ○(n)
//空间复杂度: ○(1)
class Solution {
   public boolean isValidSudoku(char[][] board) {
       HashMap[] row = new HashMap[9];
       HashMap[] column = new HashMap[9];
       HashMap[] box = new HashMap[9];
        for (int i = 0; i < 9; i++) {</pre>
           row[i] = new HashMap(9);
           column[i] = new HashMap(9);
            box[i] = new HashMap(9);
        }
        for (int i = 0; i < 9; i++) {</pre>
            for (int j = 0; j < 9; j++) {
                if (board[i][j] == '.') {
                    continue;
                }
                int boxIndex=i / 3 * 3 + j / 3;
                if ((boolean) row[i].getOrDefault(board[i][j], true)) {
                    return false;
                if ((boolean) column[j].getOrDefault(board[i][j], true)) {
                    return false;
                if ((boolean) box[boxIndex].getOrDefault(board[i][j], true)) {
                    return false;
```

```
row[i].put(board[i][j], false);
column[j].put(board[i][j], false);
box[boxIndex].put(board[i][j], false);
}
return true;
}
```