

#Submission for Technical Interview Questions
#5/12/13

Question 1 -----

Time Efficiency: The main part of this code that might take a while to run is the
for loop. However, since it is a "set" and not a string this
function will run in $O(1)$ time.

#Space Efficiency: The will use up only the space needed for s and t. $O(1)$.

Code Design: Code was designed to run efficiently and is easy to understand.

```
def question1(s,t):
    s = str(s)
    t = str(t)
    s = set(s)

    if t == "":
        return True
    elif s and t is not None:
        for c in t:
            if c not in s:
                return False
        return True
    return False
```

#Testing the function
question1("udacity","udazx")
question1("udacity","ad")
question1(None,"ad")
question1("udacity",None)
question1("udacity","")
question1("udacity",5)
question1("uda55city",55)

Question 2 -----

Time Efficiency: The main part of this code that might take a while to run is the
two for loops. The first loop will not add a significant amount
of time to the function because it will only loop a few times.
This function will run in $O(n)$ time because it has to search in
the second for loop to find the best combination

#Space Efficiency: The will use up only the space needed for a and the list created
with the combinations function. $O(n)$

Code Design: Itertools was used to use the most efficient method for
generating the combinations.

```
def question2(a):
    #Modified from: https://stackoverflow.com/questions/12430604/longest-palindrome-subsequence

    #Code could be significantly shorter if you did not check for weird inputs
    from itertools import combinations
    if a == "":
        print "Palidrome Found: (Empty String)"
        return None
    elif a is not None:
        a = str(a)
        if a.isalpha():
```

```

    for y in range(len(a),0,-1):
        for x in combinations(a,y):
            if ''.join(x)==''.join(x)[::-1]:
                print "Palidrome Found: " + ''.join(x)
                return None
print "No Palidrome Found"
return None

```

#Testing the function

```

question2("character")
question2("a")
question2("abc")
question2(None)
question2(5)
question2("")

```

Question 3 -----

Time Efficiency: The main part of this code that might take a while to run is the two for loops. This function will run in $O(n*m)$ time. Where n is the number of nodes and m is the number of connections.

#Space Efficiency: The will use up only the space needed for G . $O(1)$

Code Design: The networkx library was used to make the code easier to read and more effient.

```

def question3(G):
    import networkx as nx

    Gnx = nx.Graph()

    for key , value in G.iteritems():
        Gnx.add_node(key)

        for val in value:
            Gnx.add_edge(key,val[0], key = val[1])

    mst = nx.minimum_spanning_tree(Gnx)
    return mst

```

#Testing the function

```

val = question3({'A':[('B',2)],'B':[('A',2),('C',5)],'C':[('B',5)]})
print(sorted(val.edges(data=True)))

```

```

val = question3({'A':[('B',3)],'B':[('A',3),('C',10)],'C':[('B',10)]})
print(sorted(val.edges(data=True)))

```

```

val = question3({'A':[('B',2)],'B':[('A',2)]})
print(sorted(val.edges(data=True)))

```

Question 4 -----

Time Efficiency: The main part of this code that might take a while to run is the 5 for loops. This function will run in $O(2n*2m)$ time. Where n is the number of nodes and m is the number of connections. Each will have to run twice. Once to generate the tree and the second time to fill in the information about where in the tree that node is.

#Space Efficiency: The will use up only the space needed for $T, r, n1$, and $n2$. G, n , and m will be assigned during the call. This will result in $O(2+n)$. The n is for G and the 2 is for n and m .

```
# Code Design: The networkx library was used to make the code easier to read and
# more efficient.
```

```
def question4(T, r, n1, n2):
    import networkx as nx

    G = nx.Graph()
    G.add_node(r)

    n = len(T)
    m = len(T[0])

    for i in range(0,n):
        for j in range(0,m):
            if T[i][j] == 1:
                G.add_edge(i,j)

    for a in G.nodes():
        G.node[a]['Level'] = None
    G.node[r]['Level'] = 0

    m = len(G.nodes())
    for L in range(0,m):
        for n in G.nodes():
            if G.node[n]['Level'] == L:
                L1 = G[n]
                for a in L1.iteritems():
                    if G.node[a[0]]['Level'] == None:
                        G.node[a[0]]['Level'] = L+1

    path = nx.shortest_path(G,n1,n2)
    path.pop(0)
    path.pop(len(path)-1)

    LCALevel = G.node[n1]['Level']
    for n in path:
        val = G.node[n]['Level']
        if val < LCALevel:
            LCALevel = G.node[n]['Level']
            LCA = n

    return LCA

#Testing the function
val = question4([[0,1,0,0,0],[0,0,0,0,0],[0,0,0,0,0],[1,0,0,0,1],[0,0,0,0,0]],3,1,4)
#Correct Ans: 3
print val

val = question4([[0,0,0,0,0],[0,0,0,0,0],[0,1,0,1,1],[0,0,0,0,0],[1,0,0,0,0]],4,3,1)
#Correct Ans: 2
print val

val = question4([[0,0,0,0,1],[0,0,1,0,0],[0,1,0,1,1],[0,0,1,0,0],[1,0,1,0,0]],4,3,1)
#Correct Ans: 2
print val
```

```
# Question 5 -----
```

```
# Time Efficiency: The main part of this code that might take a while to run is the
# while loop and the for loop. This function will run in  $O(2n)$  time.
```

```
#Space Efficiency: The will use up only the space needed for l1 and m.  $O(1)$ 
```

```
#
```

Code Design: A list was used to recreate the linked list.

```
def question5(ll, m):

    NextItem = ll.get_next()
    count = 1

    while NextItem.get_next() is not None:
        NextItem = NextItem.get_next()
        count += 1

    selected = ll
    for i in range(0, count-m):
        selected = selected.get_next()

    if m < 0:
        return "Verify Inputs"
    m = count-m
    if m < 0:
        return "Verify Inputs"

    val = selected.get_data()

    return val
```

#Source for Node and LinkedList Classes:

<https://www.codefellows.org/blog/implementing-a-singly-linked-list-in-python>

```
class Node(object):

    def __init__(self, data=None, next_node=None):
        self.data = data
        self.next_node = next_node

    def get_data(self):
        return self.data

    def get_next(self):
        return self.next_node

    def set_next(self, new_next):
        self.next_node = new_next

class LinkedList(object):

    def __init__(self, head=None):
        self.head = head

    def insert(self, data):
        new_node = Node(data)
        new_node.set_next(self.head)
        self.head = new_node
```

#Create a Linked List to input into question 5

```
LL = LinkedList()
LL.insert("E")
LL.insert("D")
LL.insert("C")
LL.insert("B")
LL.insert("A")
```

#Testing the function

```
question5(LL.head, 0)
question5(LL.head, 1)
question5(LL.head, 2)
```

```
question5(LL.head, 3)
question5(LL.head, 4)
question5(LL.head, 5)
question5(LL.head, -1)
```