```
class Solution {
public:
    vector<vector<string>> solveNQueens(int n) {
        vector<string> current_result(n, string(n, '.'));
        vector<vector<string>> result;
        solve(current result, n, 0, result);
        return result;
    }
    void solve(vector<string>& current_result, int n, int row, vector<vector<string>>&
 result)
    {
        if (row == n)
            result.insert(result.end(), current result);
        int col = 0;
        for (; col < n; ++col)
            if (isValid(current_result, n, row, col))
                current result[row][col] = 'Q';
                solve(current_result, n, row + 1, result);
                current_result[row][col] = '.';
            }
        }
    }
    bool isValid(vector<string>& current_result, int n, int row, int col)
        for (int r = 0; r < n; ++r)
            if (current_result[r][col] == 'Q')
            {
                return false;
            }
        }
        for (int c = 0; c < n; ++c)
```

```
if (current_result[row][c] == 'Q')
            {
                 return false;
            }
        }
        for (int r = 0; r < n; ++r)
        {
            int c_temp1 = r + col - row;
            if (c_{temp1} \ge 0 \&\& c_{temp1} < n \&\& current_result[r][c_{temp1}] == 'Q')
            {
                 return false;
            }
            int c_temp2 = row + col - r;
            if (c_temp2 >= 0 && c_temp2 < n && current_result[r][c_temp2] == 'Q')</pre>
                 return false;
            }
        }
        return true;
    }
};
```

52. N-Queens II

```
int col = 0;
    for (; col < n; ++col)
        if (isValid(current_result, n, row, col))
            current_result[row][col] = 'Q';
            solve(current_result, n, row + 1, result);
            current_result[row][col] = '.';
        }
    }
}
bool isValid(vector<string>& current_result, int n, int row, int col)
    for (int r = 0; r < n; ++r)
        if (current_result[r][col] == 'Q')
            return false;
        }
    }
    for (int c = 0; c < n; ++c)
        if (current_result[row][c] == 'Q')
        {
            return false;
        }
    }
    for (int r = 0; r < n; ++r)
    {
        int c_temp1 = r + col - row;
        if (c_temp1 >= 0 && c_temp1 < n && current_result[r][c_temp1] == 'Q')</pre>
        {
            return false;
        }
        int c_temp2 = row + col - r;
        if (c_{temp2} \ge 0 \&\& c_{temp2} < n \&\& current_result[r][c_{temp2}] == 'Q')
        {
            return false;
        }
    }
    return true;
}
```

53. Maximum Subarray

```
class Solution {
public:
    int maxSubArray(vector<int>& nums) {
        return maxSum(nums, 0, nums.size() - 1);
    }
    int maxSum(vector<int>& nums, int left, int right) {
        if (left == right)
        {
            return nums[left];
        }
        if (left > right)
            return INT_MIN;
        }
        int mid = (left + right) / 2;
        int result_left = maxSum(nums, left, mid - 1);
        int result_right = maxSum(nums, mid + 1, right);
        int result_mid = nums[mid], sum_mid = nums[mid];
        for (int i = mid - 1; i >= left; --i)
            sum_mid += nums[i];
            if (sum_mid > result_mid)
                result_mid = sum_mid;
            }
        }
        sum_mid = result_mid;
        for (int i = mid + 1; i <= right; ++i)</pre>
            sum_mid += nums[i];
            if (sum_mid > result_mid)
```

```
result_mid = sum_mid;
}

int result = max(result_left, result_right);
result = max(result, result_mid);

return result;
}
};
```

54. Spiral Matrix

```
class Solution {
public:
    vector<int> spiralOrder(vector<vector<int>>& matrix) {
        vector<int> result;
        if (matrix.empty())
            return result;
        }
        if (matrix[0].empty())
            return result;
        }
        int rows = matrix.size();
        int cols = matrix[0].size();
        vector<vector<bool>> visited(rows, vector<bool>(cols, false));
        enum direction { up, down, left, right };
        int r = 0, c = 0;
        result.insert(result.end(), matrix[0][0]);
        visited[0][0] = true;
        direction dir = right;
        while (true)
            switch (dir)
            {
                case up:
```

```
if (r == 0 || visited[r - 1][c])
    {
       ++c;
       dir = right;
    }
   else
      --r;
    }
   break;
case down:
   if (r == rows - 1 || visited[r + 1][c])
       --c;
      dir = left;
    }
   else
    {
       ++r;
   break;
case left:
   if (c == 0 || visited[r][c - 1])
       --r;
      dir = up;
    }
   else
       --c;
    }
   break;
case right:
    if (c == cols - 1 || visited[r][c + 1])
       ++r;
      dir = down;
    else
       ++c;
   break;
```

}

55. Jump Game

```
class Solution {
public:
    bool canJump(vector<int>& nums) {
        int n = nums.size();
        int first_index = n - 1;
        for (int position = n - 2; position >= 0; --position)
            if (position + nums[position] >= first index)
                first_index = position;
            }
        }
        if (first_index == 0)
        {
            return true;
        }
        return false;
    }
};
```

```
class Solution {
public:
    vector<vector<int>> merge(vector<vector<int>>& intervals) {
        vector<vector<int>> sorted_intervals;
        for (vector<int> interval : intervals)
            insert(sorted_intervals, interval);
        }
        return sorted_intervals;
    }
    void insert(vector<vector<int>>& intervals, vector<int>& newInterval) {
        int n = intervals.size();
        int current = 0;
        while (current < n && intervals[current][1] < newInterval[0])</pre>
            ++current;
        }
        if (current == n)
            intervals.insert(intervals.end(), newInterval);
            return;
        }
        if (intervals[current][0] <= newInterval[1])</pre>
        {
            newInterval[0] = min(newInterval[0], intervals[current][0]);
            newInterval[1] = max(newInterval[1], intervals[current][1]);
            intervals.erase(intervals.begin() + current);
            while (current < intervals.size() && intervals[current][0] <= newInterval[</pre>
1])
            {
                newInterval[1] = max(newInterval[1], intervals[current][1]);
                intervals.erase(intervals.begin() + current);
            }
        }
        intervals.insert(intervals.begin() + current, newInterval);
    }
};
```

57. Insert Interval

```
class Solution {
public:
    vector<vector<int>> insert(vector<vector<int>>& intervals, vector<int>& newInterva
1) {
        vector<vector<int>> result;
        int n = intervals.size();
        int current = 0;
        while (current < n && intervals[current][1] < newInterval[0])</pre>
            result.insert(result.end(), intervals[current]);
            ++current;
        }
        if (current == n)
            result.insert(result.end(), newInterval);
            return result;
        }
        if (intervals[current][0] <= newInterval[1])</pre>
            newInterval[0] = min(newInterval[0], intervals[current][0]);
            newInterval[1] = max(newInterval[1], intervals[current][1]);
            ++current;
            while (current < n && intervals[current][0] <= newInterval[1])</pre>
                newInterval[1] = max(newInterval[1], intervals[current][1]);
                ++current;
            }
        }
        result.insert(result.end(), newInterval);
        while (current < n)
            result.insert(result.end(), intervals[current]);
            ++current;
        }
        return result;
    }
};
```

C++ solution:

```
class Solution {
public:
    int lengthOfLastWord(string s) {
        int count = 0, current = s.length() - 1;
        while (current >= 0 && s[current] == ' ')
        {
            --current;
        }
        if (current == -1)
            return 0;
        }
        while (current >= 0 && s[current] != ' ')
        {
            ++count;
            --current;
        }
        return count;
    }
};
```

59. Spiral Matrix II

```
class Solution {
public:
    vector<vector<int>> generateMatrix(int n) {

    vector<vector<int>> result(n, vector<int>(n));

    vector<vector<bool>> visited(n, vector<bool>(n, false));

    enum direction { up, down, left, right };

    int r = 0, c = 0;
    result[0][0] = 1;
    visited[0][0] = true;
    direction dir = right;
    int num = 2, max_num = n * n;

    while (num <= max_num)</pre>
```

```
switch (dir)
{
   case up:
        if (r == 0 \mid \mid visited[r - 1][c])
           ++c;
           dir = right;
        }
        else
        {
          --r;
        break;
    case down:
       if (r == n - 1 || visited[r + 1][c])
           --c;
           dir = left;
        }
        else
        {
           ++r;
       break;
   case left:
       if (c == 0 || visited[r][c - 1])
        {
           --r;
           dir = up;
        }
        else
        {
           --c;
        }
        break;
   case right:
        if (c == n - 1 || visited[r][c + 1])
        {
           ++r;
           dir = down;
        }
        else
        {
           ++c;
```

```
}
    break;
}

result[r][c] = num;
visited[r][c] = true;

++num;
}

return result;
}
};
```

60. Permutation Sequence

```
class Solution {
public:
    string getPermutation(int n, int k) {
        int size = 1;
        vector<char> chars;
        for (int i = 1; i <= n; ++i)
            size *= i;
            chars.insert(chars.end(), '0' + i);
        }
        int current_parts = n;
        k = 1;
        string result;
        while (size > 1)
            size /= current_parts;
            result.insert(result.end(), chars[k / size]);
            chars.erase(chars.begin() + k / size);
            --current_parts;
            k %= size;
        }
        result.insert(result.end(), chars[0]);
       return result;
    }
};
```