

```
1 def find_min_max(arr, low, high):
2     if low == high:
3         return (arr[low], arr[low])
4
5     if high == low + 1:
6         if arr[low] < arr[high]:
7             return (arr[low], arr[high])
8         else:
9             return (arr[high], arr[low])
10
11     mid = (low + high) // 2
12     min1, max1 = find_min_max(arr, low, mid)
13     min2, max2 = find_min_max(arr, mid + 1, high)
14
15     return (min(min1, min2), max(max1, max2))
16
17 def find_min_max_values(arr):
18     return find_min_max(arr, 0, len(arr) - 1)
19
20 # Test Cases
21 print(find_min_max_values([5, 7, 3, 4, 9, 12, 6, 2])) # Output: Min = 2, Max = 12
22 print(find_min_max_values([1, 3, 5, 7, 9, 11, 13, 15, 17])) # Output: Min = 1, Max = 17
23 print(find_min_max_values([22, 34, 35, 36, 43, 67, 12, 13, 15, 17])) # Output: Min = 12, Max = 67
24
```

main.py

```
1 def findSubstrings(words):
2     result = set()
3     words_set = set(words) # Use a set for faster look-up
4
5     for word in words:
6         for other in words_set:
7             if word != other and word in other:
8                 result.add(word)
9                 break
10
11     return list(result)
12
13 # Example usage
14 print(findSubstrings(["mass", "as", "hero", "superhero"]))
15 print(findSubstrings(["leetcode", "et", "code"]))
16 print(findSubstrings(["blue", "green", "bu"]))
17
```

main.py

```
1 import itertools
2 import math
3
4 def distance(p1, p2):
5     return math.sqrt((p1[0] - p2[0]) ** 2 + (p1[1] - p2[1]) ** 2)
6
7 def shortest_path(cities):
8     min_path = None
9     min_distance = float('inf')
10
11     # Generate all permutations of the cities
12     for perm in itertools.permutations(cities):
13         # Calculate the distance of this permutation
14         current_distance = sum(distance(perm[i], perm[i + 1]) for i in range(len(perm) - 1))
15         current_distance += distance(perm[-1], perm[0])
16
17         if current_distance < min_distance:
18             min_distance = current_distance
19             min_path = perm
20
21     return min_distance, min_path
22
23 # Test Case 1
24 cities1 = [(1, 2), (4, 5), (7, 1), (3, 6)]
25 distance1, path1 = shortest_path(cities1)
26 print(f"Shortest Distance: {distance1}")
27 print(f"Shortest Path: {path1}")
28
29 # Test Case 2
30 cities2 = [(2, 4), (8, 1), (1, 7), (6, 3), (5, 9)]
31 distance2, path2 = shortest_path(cities2)
32 print(f"Shortest Distance: {distance2}")
33 print(f"Shortest Path: {path2}")
34 import itertools
35 import math
36
37 def distance(p1, p2):
```

```
1 def brute_force_search(text, pattern):
2     n = len(text)
3     m = len(pattern)
4     comparisons = 0
5
6     for i in range(n - m + 1):
7         j = 0
8         while j < m:
9             comparisons += 1
10            if text[i + j] != pattern[j]:
11                break
12            j += 1
13        if j == m:
14            print(f"Pattern found at index {i}")
15
16    return comparisons
17
18 # Test case
19 text = "ACGTACGTACGT"
20 pattern = "ACG"
21 comparisons = brute_force_search(text, pattern)
22 print(f"Total comparisons: {comparisons}")
23
```

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main.py

```
1 def gameOfLife(board):
2     m, n = len(board), len(board[0])
3
4     def count_live_neighbors(x, y):
5         directions = [(-1, -1), (-1, 0), (-1, 1), (0, -1), (0, 1), (1, -1), (1, 0), (1, 1)]
6         count = 0
7         for dx, dy in directions:
8             nx, ny = x + dx, y + dy
9             if 0 <= nx < m and 0 <= ny < n and (board[nx][ny] == 1 or board[nx][ny] == 2):
10                 count += 1
11         return count
12     for i in range(m):
13         for j in range(n):
14             live_neighbors = count_live_neighbors(i, j)
15             if board[i][j] == 1 and (live_neighbors < 2 or live_neighbors > 3):
16                 board[i][j] = 2
17             elif board[i][j] == 0 and live_neighbors == 3:
18                 board[i][j] = 3
19
20     for i in range(m):
21         for j in range(n):
22             if board[i][j] == 2:
23                 board[i][j] = 0
24             elif board[i][j] == 3:
25                 board[i][j] = 1
26
27     board1 = [[0, 1, 0], [0, 0, 1], [1, 1, 1], [0, 0, 0]]
28     gameOfLife(board1)
29     print(board1)
30
31     board2 = [[1, 1], [1, 0]]
32     gameOfLife(board2)
33     print(board2)
34
```

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input

```
32  
33 # Test cases  
34 arr1 = [31, 23, 35, 27, 11, 21, 15, 28]  
35 merge_sort(arr1)  
36 print("Sorted array 1:", arr1)  
37  
38 arr2 = [22, 34, 25, 36, 43, 67, 52, 13, 65, 17]  
39 merge_sort(arr2)  
40 print("Sorted array 2:", arr2)  
41
```



```

1 def merge_sort(arr):
2     if len(arr) > 1:
3         mid = len(arr) // 2 # Find the middle point
4         L = arr[:mid] # Split the array into two halves
5         R = arr[mid:]
6
7         merge_sort(L) # Recursively sort the first half
8         merge_sort(R) # Recursively sort the second half
9
10        i = j = k = 0
11
12        # Copy data to temp arrays L[] and R[]
13        while i < len(L) and j < len(R):
14            if L[i] < R[j]:
15                arr[k] = L[i]
16                i += 1
17            else:
18                arr[k] = R[j]
19                j += 1
20            k += 1
21
22        # Checking if any element was left
23        while i < len(L):
24            arr[k] = L[i]
25            i += 1
26            k += 1
27
28        while j < len(R):
29            arr[k] = R[j]

```

main.py

```
1 def largeGroupPositions(s):
2     result = []
3     n = len(s)
4     i = 0
5
6     while i < n:
7         j = i
8         while j < n and s[j] == s[i]:
9             j += 1
10        if j - i >= 3:
11            result.append([i, j - 1])
12        i = j
13
14    return result
15
16
17 print(largeGroupPositions("abbxxxxzzy"))
18 print(largeGroupPositions("abc"))
19
```