LeetCode Answers

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Contents

I Hard	1
II Medium	3
1 2. Add Two numbers	5

iv CONTENTS

Part I

Hard

Part II Medium

Chapter 1

2. Add Two numbers

Description-

You are given two non-empty linked lists representing two non-negative integers. The digits are stored in reverse order, and each of their nodes contains a single digit. Add the two numbers and return the sum as a linked list. You may assume the two numbers do not contain any leading zero, except the number 0 itself.

Results-

Runtime: 47 ms, faster than 55.66% of C++ online submissions for Add Two Numbers.

Memory Usage: 71.4 MB, less than 50.94% of C++ online submissions for Add Two Numbers.

Try 1: Worked great until I realized that the numbers can be up to $9*10^{100}$. Turn each list into ints, sums them, and uses a recursive function to convert it back into a reversed linked list.

```
/**
 * Definition for singly-linked list.
   struct ListNode {
       int val;
       ListNode *next;
       ListNode() : val(0), next(nullptr) {}
       ListNode(int \ x) \ : \ val(x) \, , \ next(nullptr) \ \{\}
       ListNode(int x, ListNode *next) : val(x), next(next) {}
 * };
 */
class Solution {
public:
    ListNode *addTwoNumbers(ListNode* l1, ListNode* l2) {
         int place = 1;
         int s1 = 0, s2 = 0;
         while (11) {
             s1 += l1 -> val * place;
             place *= 10;
             11 = 11 \rightarrow \text{next};
         place = 1;
         while (12) {
             s2 += 12 \rightarrow val * place;
             place *= 10;
             12 = 12 \rightarrow \text{next};
         int sum = s1 + s2;
         return createNodes(sum, nullptr);
    ListNode *createNodes(int x, ListNode *curr) {
         if (x >= 10)
             curr = createNodes(x / 10, curr);
         return new ListNode(x % 10, curr);
    }
};
```

Try 2: The correct way to do it. Sums them just like an adder in a cpu would. Sums each digit and has a carry digit to keep track of overflows.

```
* Definition for singly-linked list.
   struct ListNode {
 *
        int val;
        ListNode *next;
 *
        ListNode() : val(0), next(nullptr) \{ \}
 *
        ListNode(int \ x) \ : \ val(x) \, , \ next(nullptr) \ \{\}
        ListNode(int x, ListNode *next) : val(x), next(next) {}
 * };
class Solution {
public:
    ListNode *addTwoNumbers(ListNode* 11, ListNode* 12) {
         int sum = 11 \rightarrow val + 12 \rightarrow val;
         int carry = (sum > 9) ? 1 : 0;
         auto output = new ListNode();
         auto curr = output;
         11 = 11 - \text{next};
         12 = 12 - \text{next};
         if (carry = 1) {
              curr \rightarrow val = sum \% 10;
         } else {
              curr \rightarrow val = sum;
         while (11 && 12) {
              sum = 11 \rightarrow val + 12 \rightarrow val + carry;
              carry = (sum > 9) ? 1 : 0;
              curr->next = new ListNode();
              curr = curr -> next;
              if (carry == 1) {
                   curr \rightarrow val = sum \% 10;
              } else {
                   curr \rightarrow val = sum;
              11 = 11 - \text{next};
              12 = 12 \rightarrow \text{next};
         while (11) {
              sum = 11 \rightarrow val + carry;
              carry = (sum > 9) ? 1 : 0;
              curr->next = new ListNode((carry) ? sum % 10 : sum);
              curr = curr->next;
              l1 = l1 \rightarrow next;
         while (12) {
              sum = 12 \rightarrow val + carry;
              carry = (sum > 9) ? 1 : 0;
              curr->next = new ListNode((carry) ? sum % 10 : sum);
              curr = curr \rightarrow next;
              12 = 12 - \text{next};
         if (carry) {
              curr->next = new ListNode(carry);
         return output;
    }
};
```