

Leetcode Full Q&A

simple solutions



1.01

Felomeng

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# [Two Sum](https://leetcode.com/problems/two-sum)

Given an array of integers, return **indices** of the two numbers such that they add up to a specific target.

You may assume that each input would have ***exactly*** one solution, and you may not use the *same* element twice.

**Example:**

Given nums = [2, 7, 11, 15], target = 9,

Because nums[**0**] + nums[**1**] = 2 + 7 = 9,

return [**0**, **1**].

**class** Solution {

**public** **int**[] twoSum(**int**[] nums, **int** target) {

Map<Integer, Integer> m = **new** HashMap<Integer,Integer>();

**for**(**int** i = 0;i < nums.length;++i) {

**int** num = target - nums[i];

**if**(m.containsKey(num))

**return** **new** **int**[]{m.get(num), i };

m.put(nums[i], i);

}

**throw** **new** RuntimeException("no answer!");

}

}

思路：查找时，建立索引（Hash查找）或进行排序（二分查找）。本题缓存可在找的过程中建立索引，故一个循环可以求出解（总是使用未使用元素查找使用元素，可以保证每一对都被检索到）。Indexing/ordering is the first step to search questions.

# [Add Two Numbers](https://leetcode.com/problems/add-two-numbers)

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 contain a single digit. Add the two numbers and return it as a linked list.

You may assume the two numbers do not contain any leading zero, except the number 0 itself.

**Input:** (2 -> 4 -> 3) + (5 -> 6 -> 4)  
**Output:** 7 -> 0 -> 8

**public** **class** Solution {

**public** ListNode addTwoNumbers(ListNode l1, ListNode l2) {

**int** carry = 0;

ListNode lResult = **new** ListNode(0);

ListNode lPointer = lResult;

**while** (l1 != **null** || l2 != **null**) {

**int** n1 = 0, n2 = 0;

**if** (l1 != **null**) {

n1 = l1.val;

l1 = l1.next;

}

**if** (l2 != **null**) {

n2 = l2.val;

l2 = l2.next;

}

**int** temp = n1 + n2 + carry;

carry = temp / 10;

temp %= 10;

lPointer.next = **new** ListNode(temp);

lPointer = lPointer.next;

}

**if** (carry > 0) {

lPointer.next = **new** ListNode(carry);

}

**return** lResult.next;

}

}

思路：数字进位问题，该位有效值为值%10，进位值为值/10。可以使用一个变量记录进位值。

# [Longest Substring Without Repeating Characters](https://leetcode.com/problems/longest-substring-without-repeating-characters)

Given a string, find the length of the **longest substring** without repeating characters.

**Examples:**

Given "abcabcbb", the answer is "abc", which the length is 3.

Given "bbbbb", the answer is "b", with the length of 1.

Given "pwwkew", the answer is "wke", with the length of 3. Note that the answer must be a **substring**, "pwke" is a *subsequence* and not a substring.

**class** Solution {

**public** **int** lengthOfLongestSubstring(String s) {

**char**[] sc = s.toCharArray();

Map<Character, Integer> cm = **new** HashMap<Character, Integer>();

**int** j = 0, maxLen = 0;

**for**(**int** i = 0;i < sc.length; ++i) {

**char** cur = sc[i];

**if**(cm.containsKey(cur)) {

maxLen = Math.*max*(i - j, maxLen);

j = Math.*max*(j, cm.get(cur) + 1);

}

cm.put(cur, i);

}

**return** Math.*max*(sc.length - j, maxLen);

}

}

思路：其实只需要前面出现过的重复字符的下标即可算出此段不重复子段的长度，核心操作其实是向前检索重复字符。需要注意的是最后循环完成后，需要再算一下没有计算的那段的长度，在这些子段中取最长的。

# [Median of Two Sorted Arrays](https://leetcode.com/problems/median-of-two-sorted-arrays)

There are two sorted arrays **nums1** and **nums2** of size m and n respectively.

Find the median of the two sorted arrays. The overall run time complexity should be O(log (m+n)).

**Example 1:**

nums1 = [1, 3]

nums2 = [2]

The median is 2.0

**Example 2:**

nums1 = [1, 2]

nums2 = [3, 4]

The median is (2 + 3)/2 = 2.5

**public** **class** Solution {

**public** **double** findMedianSortedArrays(**int**[] nums1, **int**[] nums2) {

**int** m = nums1.length, n = nums2.length;

**int** l = (m + n + 1) >> 1;

**int** r = (m + n + 2) >> 1;

**return** (getkth(nums1, 0, nums2, 0, l) + getkth(nums1, 0, nums2, 0, r)) / 2.0;

}

**public** **double** getkth(**int**[] A, **int** aStart, **int**[] B, **int** bStart, **int** k) {

**if** (aStart == A.length) **return** B[bStart + k - 1];

**if** (bStart == B.length) **return** A[aStart + k - 1];

**if** (k == 1) **return** Math.*min*(A[aStart], B[bStart]);

**int** aMid = Integer.***MAX\_VALUE***, bMid = Integer.***MAX\_VALUE***;

**if** (aStart + k/2 - 1 < A.length) aMid = A[aStart + k/2 - 1];

**if** (bStart + k/2 - 1 < B.length) bMid = B[bStart + k/2 - 1];

**if** (aMid < bMid)

**return** getkth(A, aStart + k/2, B, bStart, k - k/2);

**else**

**return** getkth(A, aStart, B, bStart + k/2, k - k/2);

}

}

# [Longest Palindromic Substring](https://leetcode.com/problems/longest-palindromic-substring)

Given a string **s**, find the longest palindromic substring in **s**. You may assume that the maximum length of **s** is 1000.

**Example:**

**Input:** "babad"

**Output:** "bab"

**Note:** "aba" is also a valid answer.

**Example:**

**Input:** "cbbd"

**Output:** "bb"

**public** **class** Solution {

**private** **int** lo, maxLen;

**public** String longestPalindrome(String s) {

**int** len = s.length();

**if** (len < 2)

**return** s;

**for** (**int** i = 0; i < len - 1; i++) {

extendPalindrome(s, i, i);

extendPalindrome(s, i, i + 1);

}

**return** s.substring(lo, lo + maxLen);

}

**private** **void** extendPalindrome(String s, **int** j, **int** k) {

**while** (j >= 0 && k < s.length() && s.charAt(j) == s.charAt(k)) {

j--;

k++;

}

**if** (maxLen < k - j - 1) {

lo = j + 1;

maxLen = k - j - 1;

}

}

}

# [ZigZag Conversion](https://leetcode.com/problems/zigzag-conversion)

The string "PAYPALISHIRING" is written in a zigzag pattern on a given number of rows like this: (you may want to display this pattern in a fixed font for better legibility)

P A H N

A P L S I I G

Y I R

And then read line by line: "PAHNAPLSIIGYIR"

Write the code that will take a string and make this conversion given a number of rows:

string convert(string text, int nRows);

convert("PAYPALISHIRING", 3) should return "PAHNAPLSIIGYIR".

**public** **class** Solution {

**public** String convert(String s, **int** numRows) {

**char**[] c = s.toCharArray();

**int** len = c.length;

StringBuffer[] sb = **new** StringBuffer[numRows];

**for** (**int** i = 0; i < sb.length; i++)

sb[i] = **new** StringBuffer();

**int** i = 0;

**while** (i < len) {

**for** (**int** idx = 0; idx < numRows && i < len; idx++)

sb[idx].append(c[i++]);

**for** (**int** idx = numRows - 2; idx >= 1 && i < len; idx--)

sb[idx].append(c[i++]);

}

**for** (**int** idx = 1; idx < sb.length; idx++)

sb[0].append(sb[idx]);

**return** sb[0].toString();

}

}

# [Reverse Integer](https://leetcode.com/problems/reverse-integer)

Reverse digits of an integer.

**Example1:** x = 123, return 321  
**Example2:** x = -123, return -321

[click to show spoilers.](https://leetcode.com/problems/reverse-integer/)

**Have you thought about this?**

Here are some good questions to ask before coding. Bonus points for you if you have already thought through this!

If the integer's last digit is 0, what should the output be? ie, cases such as 10, 100.

Did you notice that the reversed integer might overflow? Assume the input is a 32-bit integer, then the reverse of 1000000003 overflows. How should you handle such cases?

For the purpose of this problem, assume that your function returns 0 when the reversed integer overflows.

**Note:**  
The input is assumed to be a 32-bit signed integer. Your function should **return 0 when the reversed integer overflows**.

**public** **class** Solution {

**public** **int** reverse(**int** x) {

**int** result = 0;

**while** (x != 0) {

**int** tail = x % 10;

**int** newResult = result \* 10 + tail;

**if** ((newResult - tail) / 10 != result)

**return** 0;

result = newResult;

x = x / 10;

}

**return** result;

}

}

# [String to Integer (atoi)](https://leetcode.com/problems/string-to-integer-atoi)

Implement atoi to convert a string to an integer.

**Hint:** Carefully consider all possible input cases. If you want a challenge, please do not see below and ask yourself what are the possible input cases.

**Notes:** It is intended for this problem to be specified vaguely (ie, no given input specs). You are responsible to gather all the input requirements up front.

[spoilers alert... click to show requirements for atoi.](https://leetcode.com/problems/string-to-integer-atoi/)

**Requirements for atoi:**

The function first discards as many whitespace characters as necessary until the first non-whitespace character is found. Then, starting from this character, takes an optional initial plus or minus sign followed by as many numerical digits as possible, and interprets them as a numerical value.

The string can contain additional characters after those that form the integral number, which are ignored and have no effect on the behavior of this function.

If the first sequence of non-whitespace characters in str is not a valid integral number, or if no such sequence exists because either str is empty or it contains only whitespace characters, no conversion is performed.

If no valid conversion could be performed, a zero value is returned. If the correct value is out of the range of representable values, INT\_MAX (2147483647) or INT\_MIN (-2147483648) is returned.

**public** **class** Solution {

**public** **int** myAtoi(String str) {

**if** (str == **null** || str.length() == 0)

**return** 0;//

str = str.trim();

**char** firstChar = str.charAt(0);

**int** sign = 1, start = 0, len = str.length();

**long** sum = 0;

**if** (firstChar == '+') {

sign = 1;

start++;

} **else** **if** (firstChar == '-') {

sign = -1;

start++;

}

**for** (**int** i = start; i < len; i++) {

**if** (!Character.*isDigit*(str.charAt(i)))

**return** (**int**) sum \* sign;

sum = sum \* 10 + str.charAt(i) - '0';

**if** (sign == 1 && sum > Integer.***MAX\_VALUE***)

**return** Integer.***MAX\_VALUE***;

**if** (sign == -1 && (-1) \* sum < Integer.***MIN\_VALUE***)

**return** Integer.***MIN\_VALUE***;

}

**return** (**int**) sum \* sign;

}

}

# [Palindrome Number](https://leetcode.com/problems/palindrome-number)

Determine whether an integer is a palindrome. Do this without extra space.

[click to show spoilers.](https://leetcode.com/problems/palindrome-number/)

**Some hints:**

Could negative integers be palindromes? (ie, -1)

If you are thinking of converting the integer to string, note the restriction of using extra space.

You could also try reversing an integer. However, if you have solved the problem "Reverse Integer", you know that the reversed integer might overflow. How would you handle such case?

There is a more generic way of solving this problem.

**public** **class** Solution {

**public** **boolean** isPalindrome(**int** x) {

**if** (x<0 || (x!=0 && x%10==0)) **return** **false**;

**int** rev = 0;

**while** (x>rev){

rev = rev\*10 + x%10;

x = x/10;

}

**return** (x==rev || x==rev/10);

}

}

# [Regular Expression Matching](https://leetcode.com/problems/regular-expression-matching)

Implement regular expression matching with support for '.' and '\*'.

'.' Matches any single character.

'\*' Matches zero or more of the preceding element.

The matching should cover the **entire** input string (not partial).

The function prototype should be:

bool isMatch(const char \*s, const char \*p)

Some examples:

isMatch("aa","a") ? false

isMatch("aa","aa") ? true

isMatch("aaa","aa") ? false

isMatch("aa", "a\*") ? true

isMatch("aa", ".\*") ? true

isMatch("ab", ".\*") ? true

isMatch("aab", "c\*a\*b") ? true

**public** **class** Solution {

**public** **boolean** isMatch(String str, String regex) {

**boolean**[][] dp = **new** **boolean**[str.length() + 1][regex.length() + 1];

dp[0][0] = **true**;

**for**(**int** i = 1; i < regex.length() + 1; i++) {

**if**(regex.charAt(i - 1) == '\*') dp[0][i] = dp[0][i-2];

}

**for**(**int** i = 1; i < dp.length; i++) {

**for**(**int** j = 1; j < dp[0].length; j++) {

**if**(match(str.charAt(i-1), regex.charAt(j-1))) {

dp[i][j] = dp[i-1][j-1];

}**else**{

**if**(regex.charAt(j-1) == '\*') {

dp[i][j] = dp[i][j-2];

**if**(match(str.charAt(i-1), regex.charAt(j-2))) {

dp[i][j] |= dp[i-1][j];

}

}

}

}

}

**return** dp[str.length()][regex.length()];

}

**private** **boolean** match(**char** c1, **char** r) {

**return** c1 == r || r == '.';

}

}

# [Container With Most Water](https://leetcode.com/problems/container-with-most-water)

Given *n* non-negative integers *a1*, *a2*, ..., *an*, where each represents a point at coordinate (*i*, *ai*). *n* vertical lines are drawn such that the two endpoints of line *i* is at (*i*, *ai*) and (*i*, 0). Find two lines, which together with x-axis forms a container, such that the container contains the most water.

Note: You may not slant the container and *n* is at least 2.

**public** **class** Solution {

**public** **int** maxArea(**int**[] height) {

**int** n = height.length;

**int** max = 0;

**int** i = 0, j = n - 1;

**while**(i < j) {

max = Math.*max*(Math.*min*(height[i], height[j]) \* (j - i), max);

**if**(height[i] < height[j]) {

++i;

} **else** {

--j;

}

}

**return** max;

}

}

# [Integer to Roman](https://leetcode.com/problems/integer-to-roman)

Given an integer, convert it to a roman numeral.

Input is guaranteed to be within the range from 1 to 3999.

**public** **class** Solution {

**public** String intToRoman(**int** num) {

String M[] = {"", "M", "MM", "MMM"};

String C[] = {"", "C", "CC", "CCC", "CD", "D", "DC", "DCC", "DCCC", "CM"};

String X[] = {"", "X", "XX", "XXX", "XL", "L", "LX", "LXX", "LXXX", "XC"};

String I[] = {"", "I", "II", "III", "IV", "V", "VI", "VII", "VIII", "IX"};

**return** M[num/1000] + C[(num%1000)/100] + X[(num%100)/10] + I[num%10];

}

}

# [Roman to Integer](https://leetcode.com/problems/roman-to-integer)

Given a roman numeral, convert it to an integer.

Input is guaranteed to be within the range from 1 to 3999.

**public** **class** Solution {

**public** **int** romanToInt(String s) {

**int** sum=0;

**if**(s.indexOf("IV")!=-1){sum-=2;}

**if**(s.indexOf("IX")!=-1){sum-=2;}

**if**(s.indexOf("XL")!=-1){sum-=20;}

**if**(s.indexOf("XC")!=-1){sum-=20;}

**if**(s.indexOf("CD")!=-1){sum-=200;}

**if**(s.indexOf("CM")!=-1){sum-=200;}

**char** c[]=s.toCharArray();

**int** count=0;

**for**(;count<=s.length()-1;count++){

**if**(c[count]=='M') sum+=1000;

**if**(c[count]=='D') sum+=500;

**if**(c[count]=='C') sum+=100;

**if**(c[count]=='L') sum+=50;

**if**(c[count]=='X') sum+=10;

**if**(c[count]=='V') sum+=5;

**if**(c[count]=='I') sum+=1;

}

**return** sum;

}

}

# [Longest Common Prefix](https://leetcode.com/problems/longest-common-prefix)

Write a function to find the longest common prefix string amongst an array of strings.

**public** **class** Solution {

**public** String longestCommonPrefix(String[] strs) {

**if** (strs.length == 0)

**return** "";

**if** (strs.length == 1)

**return** strs[0];

StringBuilder sb = **new** StringBuilder();

**int** n = Integer.***MAX\_VALUE***;

**boolean** finished = **false**;

**for** (**int** i = 0; i < strs.length; ++i)

n = Math.*min*(strs[i].length(), n);

**for** (**int** i = 0; i < n; ++i) {

**char** c = strs[0].charAt(i);

**for** (**int** j = 1; j < strs.length; ++j) {

**if** (strs[j].charAt(i) != c) {

finished = **true**;

**break**;

}

}

**if** (finished)

**break**;

sb.append(c);

}

**return** sb.toString();

}

}

# [3Sum](https://leetcode.com/problems/3sum)

Given an array *S* of *n* integers, are there elements *a*, *b*, *c* in *S* such that *a* + *b* + *c* = 0? Find all unique triplets in the array which gives the sum of zero.

**Note:** The solution set must not contain duplicate triplets.

For example, given array S = [-1, 0, 1, 2, -1, -4],

A solution set is:

[ [-1, 0, 1],

[-1, -1, 2]]

**public** **class** Solution {

**public** List<List<Integer>> threeSum(**int**[] nums) {

List<List<Integer>> result = **new** ArrayList<>();

**if**(nums.length < 3) **return** result;

Arrays.*sort*(nums);

**int** i = 0;

**while**(i < nums.length - 2) {

**if**(nums[i] > 0) **break**;

**int** j = i + 1;

**int** k = nums.length - 1;

**while**(j < k) {

**int** sum = nums[i] + nums[j] + nums[k];

**if**(sum == 0) result.add(Arrays.*asList*(nums[i], nums[j], nums[k]));

**if**(sum <= 0) **while**(nums[j] == nums[++j] && j < k);

**if**(sum >= 0) **while**(nums[k--] == nums[k] && j < k);

}

**while**(nums[i] == nums[++i] && i < nums.length - 2);

}

**return** result;

}

}

思路1：先排序，然后查每一个数后面两数之和为当前数相反数的所有可能（夹逼法）。O(n^2)

思路2（未实现）：不排序，先做2数和的倒排索引，查每一个数是否有相应的2数和为其相反数。O(n^3)

# [3Sum Closest](https://leetcode.com/problems/3sum-closest)

Given an array *S* of *n* integers, find three integers in *S* such that the sum is closest to a given number, target. Return the sum of the three integers. You may assume that each input would have exactly one solution.

For example, given array S = {-1 2 1 -4}, and target = 1.

The sum that is closest to the target is 2. (-1 + 2 + 1 = 2).

**public** **class** Solution {

**public** **int** threeSumClosest(**int**[] nums, **int** target) {

Arrays.sort(nums);

**int** closest = Integer.***MAX\_VALUE***;

**int** i = 0;

**while**(i < nums.length - 2) {

**int** j = i + 1;

**int** k = nums.length - 1;

**while**(j < k) {

**int** sum = nums[i] + nums[j] + nums[k];

**if**(closest == Integer.***MAX\_VALUE***

|| Math.*abs*(closest - target) > Math.*abs*(sum - target)) {

closest = sum;

}

**if**(sum == target) **return** sum;

**if**(sum <= target) **while**(nums[j] == nums[++j] && j < k);

**if**(sum >= target) **while**(nums[k--] == nums[k] && j < k);

}

**while**(nums[i] == nums[++i] && i < nums.length - 2);

}

**return** closest;

}

}

# [Letter Combinations of a Phone Number](https://leetcode.com/problems/letter-combinations-of-a-phone-number)

Given a digit string, return all possible letter combinations that the number could represent.

A mapping of digit to letters (just like on the telephone buttons) is given below.



**Input:**Digit string "23"

**Output:** ["ad", "ae", "af", "bd", "be", "bf", "cd", "ce", "cf"].

**Note:**  
Although the above answer is in lexicographical order, your answer could be in any order you want.

**public** **class** Solution {

**public** List<String> letterCombinations(String digits) {

List<String> resultList = **new** ArrayList<String>();

if(digits.length() == 0)

return resultList;

Map<String, List<String>> digitalMap = **new** HashMap<String, List<String>>();

digitalMap.put("2",

**new** ArrayList<String>(Arrays.*asList*("a", "b", "c")));

digitalMap.put("3",

**new** ArrayList<String>(Arrays.*asList*("d", "e", "f")));

digitalMap.put("4",

**new** ArrayList<String>(Arrays.*asList*("g", "h", "i")));

digitalMap.put("5",

**new** ArrayList<String>(Arrays.*asList*("j", "k", "l")));

digitalMap.put("6",

**new** ArrayList<String>(Arrays.*asList*("m", "n", "o")));

digitalMap.put("7",

**new** ArrayList<String>(Arrays.*asList*("p", "q", "r", "s")));

digitalMap.put("8",

**new** ArrayList<String>(Arrays.*asList*("t", "u", "v")));

digitalMap.put("9",

**new** ArrayList<String>(Arrays.*asList*("w", "x", "y", "z")));

*getLetterCombinations*(digits.toCharArray(), **new** StringBuilder(), 0,

digitalMap, resultList);

**return** resultList;

}

**private** **static** **void** getLetterCombinations(**char**[] c, StringBuilder sbSoFar,

**int** curP, Map<String, List<String>> digitalMap,

List<String> resultList) {

**if** (curP == c.length) {

resultList.add(sbSoFar.toString());

**return**;

}

**char** cur = c[curP];

**for** (String letter : digitalMap.get(String.*valueOf*(cur))) {

StringBuilder sb = **new** StringBuilder();

sb.append(sbSoFar);

sb.append(letter);

*getLetterCombinations*(c, sb, curP + 1, digitalMap, resultList);

}

}

}

思路：backtracking，每一种可能都添加到结果中。O(n^k)

# [4Sum](https://leetcode.com/problems/4sum)

Given an array *S* of *n* integers, are there elements *a*, *b*, *c*, and *d* in *S* such that *a* + *b* + *c* + *d* = target? Find all unique quadruplets in the array which gives the sum of target.

**Note:** The solution set must not contain duplicate quadruplets.

For example, given array S = [1, 0, -1, 0, -2, 2], and target = 0.

A solution set is:

[ [-1, 0, 0, 1],

[-2, -1, 1, 2],

[-2, 0, 0, 2]]

**public** **class** Solution {

**public** List<List<Integer>> fourSum(**int**[] nums, **int** target) {

**int** n = nums.length;

Arrays.*sort*(nums);

**return** *kSum*(nums, target, 4, 0, n);

}

**private** **static** ArrayList<List<Integer>> kSum(**int**[] nums, **int** target, **int** k,

**int** index, **int** len) {

ArrayList<List<Integer>> res = **new** ArrayList<List<Integer>>();

**if** (index >= len)

**return** res;

**int** max = nums[nums.length - 1];

**if** (k \* nums[index] > target || k \* max < target)

**return** res;

**if** (k == 2) {

**int** i = index, j = len - 1;

**while** (i < j) {

**if** (target - nums[i] == nums[j]) {

List<Integer> temp = **new** ArrayList<>();

temp.add(nums[i]);

temp.add(target - nums[i]);

res.add(temp);

**while** (i < j && nums[i] == nums[i + 1])

i++;

**while** (i < j && nums[j - 1] == nums[j])

j--;

i++;

j--;

} **else** **if** (target - nums[i] > nums[j])

i++;

**else**

j--;

}

} **else** {

**for** (**int** i = index; i < len - k + 1; i++) {

ArrayList<List<Integer>> temp = *kSum*(nums, target - nums[i],

k - 1, i + 1, len);

**if** (temp != **null**) {

**for** (List<Integer> t : temp)

t.add(0, nums[i]);

res.addAll(temp);

}

**while** (i < len - 1 && nums[i] == nums[i + 1])

++i;

}

}

**return** res;

}

}

# [Remove Nth Node From End of List](https://leetcode.com/problems/remove-nth-node-from-end-of-list)

Given a linked list, remove the *n*th node from the end of list and return its head.

For example,

Given linked list: **1->2->3->4->5**, and ***n* = 2**.

After removing the second node from the end, the linked list becomes **1->2->3->5**.

**Note:**  
Given *n* will always be valid.  
Try to do this in one pass.

**public** **class** Solution {

**public** ListNode removeNthFromEnd(ListNode head, **int** n) {

**if**(head.next == **null**) {

**return** **null**;

}

**int** i = 0;

ListNode p1 = head, p2 = head;

**while**(p1.next != **null**) {

p1 = p1.next;

++i;

**if**(i > n) {

p2 = p2.next;

}

}

**if**(i == n - 1) {

head = head.next;

} **else** {

p2.next = p2.next.next;

}

**return** head;

}

}

# [Valid Parentheses](https://leetcode.com/problems/valid-parentheses)

Given a string containing just the characters '(', ')', '{', '}', '[' and ']', determine if the input string is valid.

The brackets must close in the correct order, "()" and "()[]{}" are all valid but "(]" and "([)]" are not.

**public** **class** Solution {

**public** **boolean** isValid(String s) {

Map<Character,Character> pM = **new** HashMap<Character, Character>();

pM.put('(', ')');

pM.put('{', '}');

pM.put('[', ']');

Stack<Character> pS = **new** Stack<Character>();

**for**(Character c: s.toCharArray()) {

**if**(pM.containsKey(c)) {

pS.push(pM.get(c));

} **else** {

**if**(pS.isEmpty() || c != pS.pop())

**return** **false**;

}

}

**if**(!pS.isEmpty())

**return** **false**;

**return** **true**;

}

}

# [Merge Two Sorted Lists](https://leetcode.com/problems/merge-two-sorted-lists)

Merge two sorted linked lists and return it as a new list. The new list should be made by splicing together the nodes of the first two lists.

**public** **class** Solution {

**public** ListNode mergeTwoLists(ListNode l1, ListNode l2) {

**if**(l1 == **null**)

**return** l2;

**if**(l2 == **null**)

**return** l1;

**if**(l1.val < l2.val) {

l1.next = mergeTwoLists(l1.next, l2);

**return** l1;

} **else** {

l2.next = mergeTwoLists(l1, l2.next);

**return** l2;

}

}

}

# [Generate Parentheses](https://leetcode.com/problems/generate-parentheses)

Given *n* pairs of parentheses, write a function to generate all combinations of well-formed parentheses.

For example, given *n* = 3, a solution set is:

[ "((()))",

"(()())",

"(())()",

"()(())",

"()()()"]

**public** **class** Solution {

**public** List<String> generateParenthesis(**int** n) {

List<String> list = **new** ArrayList<String>();

backtrack(list, "", 0, 0, n);

**return** list;

}

**public** **void** backtrack(List<String> list, String str, **int** open, **int** close,

**int** max) {

**if** (str.length() == max \* 2) {

list.add(str);

**return**;

}

**if** (open < max)

backtrack(list, str + "(", open + 1, close, max);

**if** (close < open)

backtrack(list, str + ")", open, close + 1, max);

}

}

# [Merge k Sorted Lists](https://leetcode.com/problems/merge-k-sorted-lists)

Merge *k* sorted linked lists and return it as one sorted list. Analyze and describe its complexity.

**public** **class** Solution {

**public** ListNode mergeKLists(ListNode[] lists) {

**if** (lists == **null** || lists.length == 0)

**return** **null**;

Queue<ListNode> nodeList = **new** PriorityQueue<ListNode>(lists.length,

(m, n) -> (m.val - n.val));

**for** (ListNode l : lists) {

**if** (l != **null**) {

nodeList.add(l);

}

}

ListNode node = **new** ListNode(0);

ListNode last = node;

**while** (!nodeList.isEmpty()) {

last.next = nodeList.poll();

last = last.next;

**if** (last.next != **null**)

nodeList.add(last.next);

}

**return** node.next;

}

}

# [Swap Nodes in Pairs](https://leetcode.com/problems/swap-nodes-in-pairs)

Given a linked list, swap every two adjacent nodes and return its head.

For example,  
Given 1->2->3->4, you should return the list as 2->1->4->3.

Your algorithm should use only constant space. You may **not** modify the values in the list, only nodes itself can be changed.

**public** **class** Solution {

**public** ListNode swapPairs(ListNode head) {

ListNode p = head;

**if**(p == **null** || p.next == **null**)

**return** head;

ListNode newHead = p.next;

p.next = p.next.next;

newHead.next = p;

p = newHead.next.next;

newHead.next.next = swapPairs(p);

**return** newHead;

}

}

# [Reverse Nodes in k-Group](https://leetcode.com/problems/reverse-nodes-in-k-group)

Given a linked list, reverse the nodes of a linked list *k* at a time and return its modified list.

*k* is a positive integer and is less than or equal to the length of the linked list. If the number of nodes is not a multiple of *k* then left-out nodes in the end should remain as it is.

You may not alter the values in the nodes, only nodes itself may be changed.

Only constant memory is allowed.

For example,  
Given this linked list: 1->2->3->4->5

For *k* = 2, you should return: 2->1->4->3->5

For *k* = 3, you should return: 3->2->1->4->5

**public** **class** Solution {

**public** ListNode reverseKGroup(ListNode head, **int** k) {

**if** (head==**null**||head.next==**null**||k<2) **return** head;

ListNode dummy = **new** ListNode(0);

dummy.next = head;

ListNode tail = dummy, prev = dummy,temp;

**int** count;

**while**(**true**){

count =k;

**while**(count>0&&tail!=**null**){

count--;

tail=tail.next;

}

**if** (tail==**null**) **break**;

head=prev.next;

**while**(prev.next!=tail){

temp=prev.next;//Assign

prev.next=temp.next;//Delete

temp.next=tail.next;

tail.next=temp;//Insert

}

tail=head;

prev=head;

}

**return** dummy.next;

}

}

# [Remove Duplicates from Sorted Array](https://leetcode.com/problems/remove-duplicates-from-sorted-array)

Given a sorted array, remove the duplicates in place such that each element appear only *once* and return the new length.

Do not allocate extra space for another array, you must do this in place with constant memory.

For example,  
Given input array *nums* = [1,1,2],

Your function should return length = 2, with the first two elements of *nums* being 1 and 2 respectively. It doesn't matter what you leave beyond the new length.

**public** **class** Solution {

**public** **int** removeDuplicates(**int**[] nums) {

Integer temp = **null**, cur = **null**;

**int** j = 0;

**for**(**int** i = 0;i < nums.length; ++i) {

cur = nums[i];

**if**(temp == **null** || temp.intValue() != cur.intValue()) {

nums[j] = cur;

++j;

}

temp = cur;

}

**return** j;

}

}

# [Remove Element](https://leetcode.com/problems/remove-element)

Given an array and a value, remove all instances of that value in place and return the new length.

Do not allocate extra space for another array, you must do this in place with constant memory.

The order of elements can be changed. It doesn't matter what you leave beyond the new length.

**Example:**  
Given input array *nums* = [3,2,2,3], *val* = 3

Your function should return length = 2, with the first two elements of *nums* being 2.

**public** **class** Solution {

**public** **int** removeElement(**int**[] nums, **int** val) {

**int** cur;

**int** j = 0;

**for**(**int** i = 0;i < nums.length; ++i) {

cur = nums[i];

**if**(val != cur) {

nums[j] = cur;

++j;

}

}

**return** j;

}

}

# [Implement strStr()](https://leetcode.com/problems/implement-strstr)

Implement strStr().

Returns the index of the first occurrence of needle in haystack, or -1 if needle is not part of haystack.

**public** **class** Solution {

**public** **int** strStr(String haystack, String needle) {

**if** (haystack == **null** || needle == **null**)

**return** -1;

**char**[] cn = needle.toCharArray();

**if** (cn.length == 0)

**return** 0;

**char**[] ch = haystack.toCharArray();

**for** (**int** i = 0; i < ch.length - cn.length + 1; ++i) {

**for** (**int** j = 0; j < cn.length; ++j) {

**if** (ch[i + j] != cn[j])

**break**;

**else** **if** (j == cn.length - 1)

**return** i;

}

}

**return** -1;

}

}

It can be solved using [KMP](http://jakeboxer.com/blog/2009/12/13/the-knuth-morris-pratt-algorithm-in-my-own-words/).

**void** makeNext(**char** patternChars[], **int** next[]) {

**int** q, k;

**int** n = patternChars.length;

next[0] = 0;

**for** (q = 1, k = 0; q < n; ++q) {

**while** (k > 0 && patternChars[q] != patternChars[k])

k = next[k - 1];

**if** (patternChars[q] == patternChars[k]) {

k++;

}

next[q] = k;

}

}

# [Divide Two Integers](https://leetcode.com/problems/divide-two-integers)

Divide two integers without using multiplication, division and mod operator.

If it is overflow, return MAX\_INT.

**public** **class** Solution {

**public** **int** divide(**int** dividend, **int** divisor) {

**if** (divisor == 0)

**throw** **new** java.lang.ArithmeticException("/ by zero");

**long** result = divideLong(dividend, divisor);

**return** result > Integer.***MAX\_VALUE*** ? Integer.***MAX\_VALUE*** : (**int**) result;

}

**public** **long** divideLong(**long** dividend, **long** divisor) {

**boolean** negative = dividend < 0 != divisor < 0;

**if** (dividend < 0)

dividend = -dividend;

**if** (divisor < 0)

divisor = -divisor;

**if** (dividend < divisor)

**return** 0;

**long** sum = divisor;

**long** divide = 1;

**while** ((sum + sum) <= dividend) {

sum += sum;

divide += divide;

}

**return** negative ? -(divide + divideLong((dividend - sum), divisor))

: (divide + divideLong((dividend - sum), divisor));

}

}

# [Substring with Concatenation of All Words](https://leetcode.com/problems/substring-with-concatenation-of-all-words)

You are given a string, **s**, and a list of words, **words**, that are all of the same length. Find all starting indices of substring(s) in **s** that is a concatenation of each word in **words** exactly once and without any intervening characters.

For example, given:  
**s**: "barfoothefoobarman"  
**words**: ["foo", "bar"]

You should return the indices: [0,9].  
(order does not matter).

**public** **class** Solution {

**public** List<Integer> findSubstring(String s, String[] words) {

**if** (words.length == 0 || words[0].length() == 0)

**return** **new** ArrayList<>();

HashMap<String, Integer> map = **new** HashMap<>();

**for** (String word : words)

map.put(word, map.getOrDefault(word, 0) + 1);

List<Integer> list = **new** ArrayList<>();

**int** gap = words[0].length();

**int** nlen = words.length \* gap;

**for** (**int** k = 0; k < gap; k++) {

HashMap<String, Integer> wordmap = **new** HashMap<>(map);

**for** (**int** i = k, j = 0; i < s.length() - nlen + 1

&& i + j <= s.length() - gap;) {

String temp = s.substring(i + j, i + j + gap);

**if** (wordmap.containsKey(temp)) {

wordmap.put(temp, wordmap.get(temp) - 1);

**if** (wordmap.get(temp) == 0)

wordmap.remove(temp);

**if** (wordmap.isEmpty())

list.add(i);

j += gap;

} **else** {

**if** (j == 0)

i += gap;

**else** {

wordmap.put(s.substring(i, i + gap),

wordmap.getOrDefault(s.substring(i, i + gap), 0)

+ 1);

i += gap;

j -= gap;

}

}

}

}

**return** list;

}

}

# [Next Permutation](https://leetcode.com/problems/next-permutation)

Implement next permutation, which rearranges numbers into the lexicographically next greater permutation of numbers.

If such arrangement is not possible, it must rearrange it as the lowest possible order (ie, sorted in ascending order).

The replacement must be in-place, do not allocate extra memory.

Here are some examples. Inputs are in the left-hand column and its corresponding outputs are in the right-hand column.  
1,2,3 → 1,3,2  
3,2,1 → 1,2,3  
1,1,5 → 1,5,1

**public** **class** Solution {

**public** **void** nextPermutation(**int**[] nums) {

**int** i;

**for** (i = nums.length - 1; i > 0; --i) {

**if** (nums[i] > nums[i - 1]) {

**break**;

}

}

**if** (i > 0) {

**for** (**int** j = nums.length - 1; j >= i; --j) {

**if** (nums[j] > nums[i - 1]) {

*swap*(nums, j, i - 1);

**break**;

}

}

}

*reverse*(nums, i, nums.length - 1);

}

**private** **static** **void** swap(**int**[] nums, **int** i, **int** j) {

**int** temp = nums[i];

nums[i] = nums[j];

nums[j] = temp;

}

**private** **static** **void** reverse(**int**[] nums, **int** i, **int** j) {

**while** (i < j) {

*swap*(nums, i++, j--);

}

}

}

# [Longest Valid Parentheses](https://leetcode.com/problems/longest-valid-parentheses)

Given a string containing just the characters '(' and ')', find the length of the longest valid (well-formed) parentheses substring.

For "(()", the longest valid parentheses substring is "()", which has length = 2.

Another example is ")()())", where the longest valid parentheses substring is "()()", which has length = 4.

**public** **class** Solution {

**public** **int** longestValidParentheses(String s) {

Stack<Integer> stack = **new** Stack<Integer>();

**int** max=0;

**int** left = -1;

**for**(**int** j=0;j<s.length();j++){

**if**(s.charAt(j)=='(') stack.push(j);

**else** {

**if** (stack.isEmpty()) left=j;

**else**{

stack.pop();

**if**(stack.isEmpty()) max=Math.*max*(max,j-left);

**else** max=Math.*max*(max,j-stack.peek());

}

}

}

**return** max;

}

}

# [Search in Rotated Sorted Array](https://leetcode.com/problems/search-in-rotated-sorted-array)

Suppose an array sorted in ascending order is rotated at some pivot unknown to you beforehand.

(i.e., 0 1 2 4 5 6 7 might become 4 5 6 7 0 1 2).

You are given a target value to search. If found in the array return its index, otherwise return -1.

You may assume no duplicate exists in the array.

**public** **class** Solution {

**public** **int** search(**int**[] nums, **int** target) {

**int** l = 0, h = nums.length - 1;

**if** (h < 0)

**return** -1;

**int** n0 = nums[0];

**while** (l <= h) {

**int** mid = (l + h) >>> 1, m = nums[mid];

**if** (target == m)

**return** mid;

**else** **if** (m < n0 == target < n0 && target < m

|| target >= n0 && m < n0)

h = mid - 1;

**else**

l = mid + 1;

}

**return** -1;

}

}

# [Search for a Range](https://leetcode.com/problems/search-for-a-range)

Given an array of integers sorted in ascending order, find the starting and ending position of a given target value.

Your algorithm's runtime complexity must be in the order of *O*(log *n*).

If the target is not found in the array, return [-1, -1].

For example,  
Given [5, 7, 7, 8, 8, 10] and target value 8,  
return [3, 4].

**public** **class** Solution {

**public** **int**[] searchRange(**int**[] A, **int** target) {

**int** start = Solution.*firstGreaterEqual*(A, target);

**if** (start == A.length || A[start] != target) {

**return** **new** **int**[] { -1, -1 };

}

**return** **new** **int**[] { start,

Solution.*firstGreaterEqual*(A, target + 1) - 1 };

}

**private** **static** **int** firstGreaterEqual(**int**[] A, **int** target) {

**int** low = 0, high = A.length;

**while** (low < high) {

**int** mid = low + ((high - low) >> 1);

**if** (A[mid] < target) {

low = mid + 1;

} **else** {

high = mid;

}

}

**return** low;

}

}

# [Search Insert Position](https://leetcode.com/problems/search-insert-position)

Given a sorted array and a target value, return the index if the target is found. If not, return the index where it would be if it were inserted in order.

You may assume no duplicates in the array.

Here are few examples.  
[1,3,5,6], 5 → 2  
[1,3,5,6], 2 → 1  
[1,3,5,6], 7 → 4  
[1,3,5,6], 0 → 0

**public** **class** Solution {

**public** **int** searchInsert(**int**[] nums, **int** target) {

**int** n = nums.length;

**if** (n == 0) {

**return** 0;

}

**int** left = 0, right = n - 1;

**int** mid = 0;

**while** (left <= right) {

mid = left + (right - left) / 2;

**if** (target > nums[mid]) {

left = Math.*min*(mid + 1, right);

} **else** **if** (target < nums[mid]) {

right = Math.*max*(mid - 1, left);

} **else** {

**return** mid;

}

**if** (left == right) {

**if** (target <= nums[left]) {

**return** left;

}

**return** right + 1;

}

}

**return** -1;

}

}

# [Valid Sudoku](https://leetcode.com/problems/valid-sudoku)

Determine if a Sudoku is valid, according to: [Sudoku Puzzles - The Rules](http://sudoku.com.au/TheRules.aspx).

The Sudoku board could be partially filled, where empty cells are filled with the character '.'.



A partially filled sudoku which is valid.

**Note:**  
A valid Sudoku board (partially filled) is not necessarily solvable. Only the filled cells need to be validated.

**public** **class** Solution {

**public** **boolean** isValidSudoku(**char**[][] board) {

Set<String> seen = **new** HashSet<>();

**for** (**int** i = 0; i < 9; ++i) {

**for** (**int** j = 0; j < 9; ++j) {

**char** number = board[i][j];

**if** (number != '.')

**if** (!seen.add(number + " in row " + i)

|| !seen.add(number + " in column " + j)

|| !seen.add(number + " in block " + i / 3 + "-"

+ j / 3))

**return** **false**;

}

}

**return** **true**;

}

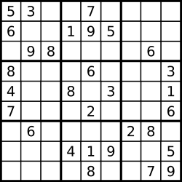
}

# [Sudoku Solver](https://leetcode.com/problems/sudoku-solver)

Write a program to solve a Sudoku puzzle by filling the empty cells.

Empty cells are indicated by the character '.'.

You may assume that there will be only one unique solution.

A sudoku puzzle...

...and its solution numbers marked in red.

**public** **class** Solution {

**public** **void** solveSudoku(**char**[][] board) {

**if** (board == **null** || board.length == 0)

**return**;

solve(board);

}

**public** **boolean** solve(**char**[][] board) {

**for** (**int** i = 0; i < board.length; i++) {

**for** (**int** j = 0; j < board[0].length; j++) {

**if** (board[i][j] == '.') {

**for** (**char** c = '1'; c <= '9'; c++) {

**if** (isValid(board, i, j, c)) {

board[i][j] = c;

**if** (solve(board))

**return** **true**;

**else**

board[i][j] = '.';

}

}

**return** **false**;

}

}

}

**return** **true**;

}

**private** **boolean** isValid(**char**[][] board, **int** row, **int** col, **char** c) {

**for** (**int** i = 0; i < 9; i++) {

**if** (board[i][col] != '.' && board[i][col] == c)

**return** **false**;

**if** (board[row][i] != '.' && board[row][i] == c)

**return** **false**;

**if** (board[3 \* (row / 3) + i / 3][3 \* (col / 3) + i % 3] != '.'

&& board[3 \* (row / 3) + i / 3][3 \* (col / 3) + i % 3] == c)

**return** **false**;

}

**return** **true**;

}

}

# [Count and Say](https://leetcode.com/problems/count-and-say)

The count-and-say sequence is the sequence of integers with the first five terms as following:

1. 1

2. 11

3. 21

4. 1211

5. 111221

1 is read off as "one 1" or 11.  
11 is read off as "two 1s" or 21.  
21 is read off as "one 2, then one 1" or 1211.

Given an integer *n*, generate the *n*th term of the count-and-say sequence.

Note: Each term of the sequence of integers will be represented as a string.

**Example 1:**

**Input:** 1

**Output:** "1"

**Example 2:**

**Input:** 4

**Output:** "1211"

**public** **class** Solution {

**public** String countAndSay(**int** n) {

**if** (n == 1) {

**return** "1";

}

**return** countAndSay(countAndSay(n - 1));

}

**public** String countAndSay(String str) {

StringBuilder sb = **new** StringBuilder();

**char**[] cs = str.toCharArray();

**int** i = 0, j = 0;

**for** (; i < cs.length; i = j) {

**char** cur = cs[i];

j = i + 1;

**while** (j < cs.length && cur == cs[j]) {

++j;

}

sb.append(j - i);

sb.append(cur);

}

**return** sb.toString();

}

}

# [Combination Sum](https://leetcode.com/problems/combination-sum)

Given a **set** of candidate numbers (***C***) **(without duplicates)** and a target number (***T***), find all unique combinations in ***C*** where the candidate numbers sums to ***T***.

The **same** repeated number may be chosen from ***C*** unlimited number of times.

**Note:**

* All numbers (including target) will be positive integers.
* The solution set must not contain duplicate combinations.

For example, given candidate set [2, 3, 6, 7] and target 7,   
A solution set is:

[ [7],

[2, 2, 3]]

**public** **class** Solution {

**public** List<List<Integer>> combinationSum(**int**[] candidates, **int** target) {

List<List<Integer>> r = **new** ArrayList<List<Integer>>();

**int** n = candidates.length;

**for** (**int** i = 0; i < n; ++i) {

List<Integer> candidateL = **new** ArrayList<Integer>();

candidateL.add(candidates[i]);

*backTrack*(candidates, i, candidates[i], candidateL, target, r);

}

**return** r;

}

**private** **static** **void** backTrack(**int**[] nums, **int** i, **int** sum,

List<Integer> candidateL, **int** target, List<List<Integer>> r) {

**if** (sum > target)

**return**;

**if** (sum == target) {

List<Integer> newL = **new** ArrayList<Integer>();

newL.addAll(candidateL);

r.add(newL);

**return**;

}

**for** (**int** j = i; j < nums.length; ++j) {

candidateL.add(Integer.*valueOf*(nums[j]));

sum += nums[j];

*backTrack*(nums, j, sum, candidateL, target, r);

candidateL.remove(Integer.*valueOf*(nums[j]));

sum -= nums[j];

}

}

}

# [Combination Sum II](https://leetcode.com/problems/combination-sum-ii)

Given a collection of candidate numbers (***C***) and a target number (***T***), find all unique combinations in ***C*** where the candidate numbers sums to ***T***.

Each number in ***C*** may only be used **once** in the combination.

**Note:**

* All numbers (including target) will be positive integers.
* The solution set must not contain duplicate combinations.

For example, given candidate set [10, 1, 2, 7, 6, 1, 5] and target 8,   
A solution set is:

[ [1, 7],

[1, 2, 5],

[2, 6],

[1, 1, 6]]

**public** **class** Solution {

**public** List<List<Integer>> combinationSum2(**int**[] cand, **int** target) {

Arrays.*sort*(cand);

List<List<Integer>> res = **new** ArrayList<List<Integer>>();

List<Integer> path = **new** ArrayList<>();

dfs\_com(cand, 0, target, path, res);

**return** res;

}

**void** dfs\_com(**int**[] cand, **int** cur, **int** target, List<Integer> path,

List<List<Integer>> res) {

**if** (target == 0) {

res.add(**new** ArrayList<>(path));

**return**;

}

**if** (target < 0)

**return**;

**for** (**int** i = cur; i < cand.length; i++) {

**if** (i > cur && cand[i] == cand[i - 1])

**continue**;

path.add(path.size(), cand[i]);

dfs\_com(cand, i + 1, target - cand[i], path, res);

path.remove(path.size() - 1);

}

}

}

# [First Missing Positive](https://leetcode.com/problems/first-missing-positive)

Given an unsorted integer array, find the first missing positive integer.

For example,  
Given [1,2,0] return 3,  
and [3,4,-1,1] return 2.

Your algorithm should run in *O*(*n*) time and uses constant space.

**public** **class** Solution {

**public** **int** firstMissingPositive(**int**[] nums) {

**int** i = 0;

**while** (i < nums.length) {

**if** (nums[i] == i + 1 || nums[i] <= 0 || nums[i] > nums.length)

i++;

**else** **if** (nums[nums[i] - 1] != nums[i])

swap(nums, i, nums[i] - 1);

**else**

i++;

}

i = 0;

**while** (i < nums.length && nums[i] == i + 1)

i++;

**return** i + 1;

}

**private** **void** swap(**int**[] A, **int** i, **int** j) {

**int** temp = A[i];

A[i] = A[j];

A[j] = temp;

}

}

# [Trapping Rain Water](https://leetcode.com/problems/trapping-rain-water)

Given *n* non-negative integers representing an elevation map where the width of each bar is 1, compute how much water it is able to trap after raining.

For example,   
Given [0,1,0,2,1,0,1,3,2,1,2,1], return 6.



The above elevation map is represented by array [0,1,0,2,1,0,1,3,2,1,2,1]. In this case, 6 units of rain water (blue section) are being trapped. **Thanks Marcos** for contributing this image!

**public** **class** Solution {

**public** **int** trap(**int**[] A) {

**if** (A.length < 3)

**return** 0;

**int** ans = 0;

**int** l = 0, r = A.length - 1;

**while** (l < r && A[l] <= A[l + 1])

l++;

**while** (l < r && A[r] <= A[r - 1])

r--;

**while** (l < r) {

**int** left = A[l];

**int** right = A[r];

**if** (left <= right)

**while** (l < r && left >= A[++l])

ans += left - A[l];

**else**

**while** (l < r && A[--r] <= right)

ans += right - A[r];

}

**return** ans;

}

}

# [Multiply Strings](https://leetcode.com/problems/multiply-strings)

Given two non-negative integers num1 and num2 represented as strings, return the product of num1 and num2.

**Note:**

1. The length of both num1 and num2 is < 110.
2. Both num1 and num2 contains only digits 0-9.
3. Both num1 and num2 does not contain any leading zero.
4. You **must not use any built-in BigInteger library** or **convert the inputs to integer** directly.

**public** **class** Solution {

**public** String multiply(String num1, String num2) {

**int** m = num1.length(), n = num2.length();

**int**[] pos = **new** **int**[m + n];

**for** (**int** i = m - 1; i >= 0; i--) {

**for** (**int** j = n - 1; j >= 0; j--) {

**int** mul = (num1.charAt(i) - '0') \* (num2.charAt(j) - '0');

**int** p1 = i + j, p2 = i + j + 1;

**int** sum = mul + pos[p2];

pos[p1] += sum / 10;

pos[p2] = (sum) % 10;

}

}

StringBuilder sb = **new** StringBuilder();

**for** (**int** p : pos)

**if** (!(sb.length() == 0 && p == 0))

sb.append(p);

**return** sb.length() == 0 ? "0" : sb.toString();

}

}

# [Wildcard Matching](https://leetcode.com/problems/wildcard-matching)

Implement wildcard pattern matching with support for '?' and '\*'.

'?' Matches any single character.

'\*' Matches any sequence of characters (including the empty sequence).

The matching should cover the **entire** input string (not partial).

The function prototype should be:

bool isMatch(const char \*s, const char \*p)

Some examples:

isMatch("aa","a") ? false

isMatch("aa","aa") ? true

isMatch("aaa","aa") ? false

isMatch("aa", "\*") ? true

isMatch("aa", "a\*") ? true

isMatch("ab", "?\*") ? true

isMatch("aab", "c\*a\*b") ? false

**public** **class** Solution {

**public** **boolean** isMatch(String s, String p) {

**int** sp = 0, pp = 0, match = 0, starIdx = -1;

**while** (sp < s.length()) {

**if** (pp < p.length()

&& (p.charAt(pp) == '?' || s.charAt(sp) == p.charAt(pp))) {

sp++;

pp++;

}

**else** **if** (pp < p.length() && p.charAt(pp) == '\*') {

starIdx = pp;

match = sp;

pp++;

}

**else** **if** (starIdx != -1) {

pp = starIdx + 1;

match++;

sp = match;

}

**else**

**return** **false**;

}

**while** (pp < p.length() && p.charAt(pp) == '\*')

pp++;

**return** pp == p.length();

}

}

**public** **class** Solution {

**public** **boolean** isMatch(String s, String p) {

**int** m = s.length(), n = p.length();

**boolean**[][] dp = **new** **boolean**[m + 1][n + 1];

dp[0][0] = **true**;

**for** (**int** i = 1; i <= m; i++)

dp[i][0] = **false**;

**for** (**int** j = 1; j <= n; j++) {

**if** (p.charAt(j - 1) == '\*')

dp[0][j] = **true**;

**else**

**break**;

}

**for** (**int** i = 1; i <= m; i++) {

**for** (**int** j = 1; j <= n; j++) {

**if** (p.charAt(j - 1) != '\*')

dp[i][j] = dp[i - 1][j - 1]

&& (s.charAt(i - 1) == p.charAt(j - 1)

|| p.charAt(j - 1) == '?');

**else**

dp[i][j] = dp[i - 1][j] || dp[i][j - 1];

}

}

**return** dp[m][n];

}

}

# [Jump Game II](https://leetcode.com/problems/jump-game-ii)

Given an array of non-negative integers, you are initially positioned at the first index of the array.

Each element in the array represents your maximum jump length at that position.

Your goal is to reach the last index in the minimum number of jumps.

For example:  
Given array A = [2,3,1,1,4]

The minimum number of jumps to reach the last index is 2. (Jump 1 step from index 0 to 1, then 3 steps to the last index.)

**Note:**  
You can assume that you can always reach the last index.

**public** **class** Solution {

**public** **int** jump(**int**[] nums) {

**int** step = 0;

**int** curMaxP = 0;

**int** farthest = 0;

**if** (nums.length == 1) {

**return** 0;

}

**for** (**int** i = 0; i < nums.length;) {

**if** (nums[i] + i >= nums.length - 1)

**return** step + 1;

**for** (**int** j = i; j < nums.length && j <= nums[i] + i; ++j) {

**if** (farthest <= nums[j] + j) {

farthest = nums[j] + j;

curMaxP = j;

}

}

++step;

i = curMaxP == i ? curMaxP + 1 : curMaxP;

}

**return** -1;

}

}

# [Permutations](https://leetcode.com/problems/permutations)

Given a collection of **distinct** numbers, return all possible permutations.

For example,  
[1,2,3] have the following permutations:

[ [1,2,3],

[1,3,2],

[2,1,3],

[2,3,1],

[3,1,2],

[3,2,1]]

**public** **class** Solution {

**public** List<List<Integer>> permute(**int**[] nums) {

List<List<Integer>> list = **new** ArrayList<>();

*backtrack*(list, **new** ArrayList<>(), nums);

**return** list;

}

**private** **static** **void** backtrack(List<List<Integer>> list,

List<Integer> tempList, **int**[] nums) {

**if** (tempList.size() == nums.length) {

list.add(**new** ArrayList<>(tempList));

} **else** {

**for** (**int** i = 0; i < nums.length; i++) {

**if** (tempList.contains(nums[i]))

**continue**; // element already exists, skip

tempList.add(nums[i]);

*backtrack*(list, tempList, nums);

tempList.remove(tempList.size() - 1);

}

}

}

}

# [Permutations II](https://leetcode.com/problems/permutations-ii)

Given a collection of numbers that might contain duplicates, return all possible unique permutations.

For example,  
[1,1,2] have the following unique permutations:

[ [1,1,2],

[1,2,1],

[2,1,1]]

**public** **class** Solution {

**public** List<List<Integer>> permuteUnique(**int**[] nums) {

List<List<Integer>> list = **new** ArrayList<>();

Arrays.*sort*(nums);

backtrack(list, **new** ArrayList<>(), nums, **new** **boolean**[nums.length]);

**return** list;

}

**private** **void** backtrack(List<List<Integer>> list, List<Integer> tempList,

**int**[] nums, **boolean**[] used) {

**if** (tempList.size() == nums.length) {

list.add(**new** ArrayList<>(tempList));

} **else** {

**for** (**int** i = 0; i < nums.length; i++) {

**if** (used[i] || i > 0 && nums[i - 1] == nums[i] && !used[i - 1])

**continue**;

tempList.add(nums[i]);

used[i] = **true**;

backtrack(list, tempList, nums, used);

used[i] = **false**;

tempList.remove(tempList.size() - 1);

}

}

}

}

# [Rotate Image](https://leetcode.com/problems/rotate-image)

You are given an *n* x *n* 2D matrix representing an image.

Rotate the image by 90 degrees (clockwise).

Follow up:  
Could you do this in-place?

**public** **class** Solution {

**public** **void** rotate(**int**[][] matrix) {

**if**(matrix.length ==0 ||matrix.length != matrix[0].length ) **return**;

**int** n = matrix.length;

**int** temp, offset;

**for**(**int** i=0;i<=n/2; ++i) {

**int** first = i;

**int** last = n-i-1;

**for**(**int** j=first;j<last;++j) {

offset = j-i;

temp = matrix[first][j];

matrix[first][j] = matrix[last-offset][first];

matrix[last-offset][first] = matrix[last][last-offset];

matrix[last][last-offset] = matrix[j][last];

matrix[j][last] = temp;

}

}

}

}

# [Group Anagrams](https://leetcode.com/problems/group-anagrams)

Given an array of strings, group anagrams together.

For example, given: ["eat", "tea", "tan", "ate", "nat", "bat"],   
Return:

[ ["ate", "eat","tea"],

["nat","tan"],

["bat"]]

**Note:** All inputs will be in lower-case.

**public** **class** Solution {

**public** List<List<String>> groupAnagrams(String[] strs) {

List<List<String>> r = **new** ArrayList<List<String>>();

Map<String,List<String>> result = **new** HashMap<String,List<String>>();

**for**(String str:strs) {

**char**[] strC = str.toCharArray();

Arrays.*sort*(strC);

String key = **new** String(strC);

List<String> l = result.getOrDefault(key,**new** ArrayList<String>());

l.add(str);

result.put(key, l);

}

r.addAll(result.values());

**return** r;

}

}

# [Pow(x, n)](https://leetcode.com/problems/powx-n)

Implement pow(*x*, *n*).

**public** **class** Solution {

**public** **double** myPow(**double** x, **int** n) {

**if**(x == 0) **return** 0;

**long** m = (**long**)n;

**if**(n == 0)

**return** 1;

**if**(n<0){

m = -m;

x = 1/x;

}

**return** (m%2 == 0) ? myPow(x\*x, (**int**)(m/2)) : x\*myPow(x\*x, (**int**)(m/2));

}

}

# [N-Queens](https://leetcode.com/problems/n-queens)

The *n*-queens puzzle is the problem of placing *n* queens on an *n*×*n* chessboard such that no two queens attack each other.



Given an integer *n*, return all distinct solutions to the *n*-queens puzzle.

Each solution contains a distinct board configuration of the *n*-queens' placement, where 'Q' and '.' both indicate a queen and an empty space respectively.

For example,  
There exist two distinct solutions to the 4-queens puzzle:

[[".Q..", // Solution 1

"...Q",

"Q...",

"..Q."],

["..Q.", // Solution 2

"Q...",

"...Q",

".Q.."]]

**public** **class** Solution {

**public** List<List<String>> solveNQueens(**int** n) {

List<List<String>> r = **new** ArrayList<List<String>>();

**boolean**[] col = **new** **boolean**[n];

**boolean**[] lr = **new** **boolean**[n \* 2];

**boolean**[] rl = **new** **boolean**[n \* 2];

*backtrack*(0, n, col, lr, rl, r, **new** ArrayList<String>());

**return** r;

}

**private** **static** **void** backtrack(**int** row, **int** n, **boolean**[] col, **boolean**[] lr,

**boolean**[] rl, List<List<String>> r, List<String> l) {

**if** (row == n) {

List<String> resultL = **new** ArrayList<String>();

resultL.addAll(l);

r.add(resultL);

}

**if** (row == n)

**return**;

**for** (**int** i = 0; i < n; ++i) {

**int** lrp = row - i + n;

**int** rlp = n \* 2 - i - row - 1;

**if** (col[i] || lr[lrp] || rl[rlp]) {

**continue**;

}

StringBuilder sb = **new** StringBuilder();

**for** (**int** i1 = 0; i1 < n; ++i1) {

**if** (i == i1) {

sb.append("Q");

**continue**;

}

sb.append(".");

}

l.add(sb.toString());

col[i] = **true**;

lr[lrp] = **true**;

rl[rlp] = **true**;

*backtrack*(row + 1, n, col, lr, rl, r, l);

l.remove(l.size() - 1);

col[i] = **false**;

lr[lrp] = **false**;

rl[rlp] = **false**;

}

}

}

# [N-Queens II](https://leetcode.com/problems/n-queens-ii)

Follow up for N-Queens problem.

Now, instead outputting board configurations, return the total number of distinct solutions.



**public** **class** Solution {

**public** **int** totalNQueens(**int** n) {

**return** solveNQueens(n).size();

}

**private** **void** helper(**int** r, **boolean**[] cols, **boolean**[] d1, **boolean**[] d2,

String[] board, List<String[]> res) {

**if** (r == board.length)

res.add(board.clone());

**else** {

**for** (**int** c = 0; c < board.length; c++) {

**int** id1 = r - c + board.length,

id2 = 2 \* board.length - r - c - 1;

**if** (!cols[c] && !d1[id1] && !d2[id2]) {

**char**[] row = **new** **char**[board.length];

Arrays.*fill*(row, '.');

row[c] = 'Q';

board[r] = **new** String(row);

cols[c] = **true**;

d1[id1] = **true**;

d2[id2] = **true**;

helper(r + 1, cols, d1, d2, board, res);

cols[c] = **false**;

d1[id1] = **false**;

d2[id2] = **false**;

}

}

}

}

**public** List<String[]> solveNQueens(**int** n) {

List<String[]> res = **new** ArrayList<>();

helper(0, **new** **boolean**[n], **new** **boolean**[2 \* n], **new** **boolean**[2 \* n],

**new** String[n], res);

**return** res;

}

}

# [Maximum Subarray](https://leetcode.com/problems/maximum-subarray)

Find the contiguous subarray within an array (containing at least one number) which has the largest sum.

For example, given the array [-2,1,-3,4,-1,2,1,-5,4],  
the contiguous subarray [4,-1,2,1] has the largest sum = 6.

[click to show more practice.](https://leetcode.com/problems/maximum-subarray/)

**More practice:**

If you have figured out the O(*n*) solution, try coding another solution using the divide and conquer approach, which is more subtle.

**public** **class** Solution {

**public** **int** maxSubArray(**int**[] nums) {

**int** max = Integer.***MIN\_VALUE***;

**int** sum = 0;

**for**(**int** i = 0;i < nums.length;++i) {

**int** cur = nums[i];

sum += cur;

max = Math.*max*(max, sum);

**if**(sum < 0) {

sum = 0;

**continue**;

}

}

**return** max;

}

}

**public** **class** Solution {

**private** **class** ArrayContext {

**int** max;

**int** lMax;

**int** rMax;

**int** sum;

}

**public** ArrayContext getArrayContext(**int**[] nums, **int** l, **int** r) {

ArrayContext ctx = **new** ArrayContext();

**if** (l == r) {

ctx.max = nums[l];

ctx.lMax = nums[l];

ctx.rMax = nums[l];

ctx.sum = nums[l];

} **else** {

**int** m = (l + r) / 2;

ArrayContext lCtx = getArrayContext(nums, l, m);

ArrayContext rCtx = getArrayContext(nums, m + 1, r);

ctx.max = Math.*max*(Math.*max*(lCtx.max, rCtx.max),

lCtx.rMax + rCtx.lMax);

ctx.lMax = Math.*max*(lCtx.lMax, lCtx.sum + rCtx.lMax);

ctx.rMax = Math.*max*(rCtx.rMax, rCtx.sum + lCtx.rMax);

ctx.sum = lCtx.sum + rCtx.sum;

}

**return** ctx;

}

**public** **int** maxSubArray(**int**[] nums) {

**if** (nums.length == 0) {

**return** 0;

}

ArrayContext ctx = getArrayContext(nums, 0, nums.length - 1);

**return** ctx.max;

}

}

# [Spiral Matrix](https://leetcode.com/problems/spiral-matrix)

Given a matrix of *m* x *n* elements (*m* rows, *n* columns), return all elements of the matrix in spiral order.

For example,  
Given the following matrix:

[[ 1, 2, 3 ],

[ 4, 5, 6 ],

[ 7, 8, 9 ]]

You should return [1,2,3,6,9,8,7,4,5].

**public** **class** Solution {

**public** List<Integer> spiralOrder(**int**[][] matrix) {

List<Integer> res = **new** ArrayList<Integer>();

**if** (matrix.length == 0)

**return** res;

**int** rowBegin = 0;

**int** rowEnd = matrix.length - 1;

**int** colBegin = 0;

**int** colEnd = matrix[0].length - 1;

**while** (rowBegin <= rowEnd && colBegin <= colEnd) {

**for** (**int** j = colBegin; j <= colEnd; j++)

res.add(matrix[rowBegin][j]);

rowBegin++;

**for** (**int** j = rowBegin; j <= rowEnd; j++)

res.add(matrix[j][colEnd]);

colEnd--;

**if** (rowBegin <= rowEnd)

**for** (**int** j = colEnd; j >= colBegin; j--)

res.add(matrix[rowEnd][j]);

rowEnd--;

**if** (colBegin <= colEnd)

**for** (**int** j = rowEnd; j >= rowBegin; j--)

res.add(matrix[j][colBegin]);

colBegin++;

}

**return** res;

}

}

# [Jump Game](https://leetcode.com/problems/jump-game)

Given an array of non-negative integers, you are initially positioned at the first index of the array.

Each element in the array represents your maximum jump length at that position.

Determine if you are able to reach the last index.

For example:  
A = [2,3,1,1,4], return true.

A = [3,2,1,0,4], return false.

**public** **class** Solution {

**public** **boolean** canJump(**int**[] nums) {

**int** max = 0;

**for**(**int** i=0;i<nums.length;i++){

**if**(i>max) {**return** **false**;}

max = Math.*max*(nums[i]+i,max);

}

**return** **true**;

}

}

# [Merge Intervals](https://leetcode.com/problems/merge-intervals)

Given a collection of intervals, merge all overlapping intervals.

For example,  
Given [1,3],[2,6],[8,10],[15,18],  
return [1,6],[8,10],[15,18].

**public** **class** Solution {

**public** List<Interval> merge(List<Interval> intervals) {

**if** (intervals.size() <= 1)

**return** intervals;

intervals.sort((i1, i2) -> Integer.*compare*(i1.start, i2.start));

List<Interval> result = **new** LinkedList<Interval>();

**int** start = intervals.get(0).start;

**int** end = intervals.get(0).end;

**for** (Interval interval : intervals) {

**if** (interval.start <= end)

end = Math.*max*(end, interval.end);

**else** {

result.add(**new** Interval(start, end));

start = interval.start;

end = interval.end;

}

}

result.add(**new** Interval(start, end));

**return** result;

}

}

思路：以左值排序点，如果后面点的左值小于当前点右值，则右值为后面点，直到不满足此条件，得到一个Interval。

# [Insert Interval](https://leetcode.com/problems/insert-interval)

Given a set of *non-overlapping* intervals, insert a new interval into the intervals (merge if necessary).

You may assume that the intervals were initially sorted according to their start times.

**Example 1:**  
Given intervals [1,3],[6,9], insert and merge [2,5] in as [1,5],[6,9].

**Example 2:**  
Given [1,2],[3,5],[6,7],[8,10],[12,16], insert and merge [4,9] in as [1,2],[3,10],[12,16].

This is because the new interval [4,9] overlaps with [3,5],[6,7],[8,10].

**public** **class** Solution {

**public** List<Interval> insert(List<Interval> intervals,

Interval newInterval) {

**int** i = 0;

**while** (i < intervals.size() && intervals.get(i).end < newInterval.start)

i++;

**while** (i < intervals.size()

&& intervals.get(i).start <= newInterval.end) {

newInterval = **new** Interval(

Math.*min*(intervals.get(i).start, newInterval.start),

Math.*max*(intervals.get(i).end, newInterval.end));

intervals.remove(i);

}

intervals.add(i, newInterval);

**return** intervals;

}

}

# [Length of Last Word](https://leetcode.com/problems/length-of-last-word)

Given a string *s* consists of upper/lower-case alphabets and empty space characters ' ', return the length of last word in the string.

If the last word does not exist, return 0.

**Note:** A word is defined as a character sequence consists of non-space characters only.

For example,   
Given *s* = "Hello World",  
return 5.

**public** **class** Solution {

**public** **int** lengthOfLastWord(String s) {

**return** s.trim().length()-s.trim().lastIndexOf(" ")-1;

}

}

**public** **class** Solution {

**public** **int** lengthOfLastWord(String s) {

**int** lenIndex = s.length() - 1;

**int** len = 0;

**for** (**int** i = lenIndex; i >= 0 && s.charAt(i) == ' '; i--)

lenIndex--;

**for** (**int** i = lenIndex; i >= 0 && s.charAt(i) != ' '; i--)

len++;

**return** len;

}

}

# [Spiral Matrix II](https://leetcode.com/problems/spiral-matrix-ii)

Given an integer *n*, generate a square matrix filled with elements from 1 to *n*2 in spiral order.

For example,  
Given *n* = 3,

You should return the following matrix:

[[ 1, 2, 3 ],

[ 8, 9, 4 ],

[ 7, 6, 5 ]]

**public** **class** Solution {

**public** **int**[][] generateMatrix(**int** n) {

**int**[][] ret = **new** **int**[n][n];

**int** left = 0, top = 0;

**int** right = n - 1, down = n - 1;

**int** count = 1;

**while** (left <= right) {

**for** (**int** j = left; j <= right; j++)

ret[top][j] = count++;

top++;

**for** (**int** i = top; i <= down; i++)

ret[i][right] = count++;

right--;

**for** (**int** j = right; j >= left; j--)

ret[down][j] = count++;

down--;

**for** (**int** i = down; i >= top; i--)

ret[i][left] = count++;

left++;

}

**return** ret;

}

}

# [Permutation Sequence](https://leetcode.com/problems/permutation-sequence)

The set [1,2,3,…,*n*] contains a total of *n*! unique permutations.

By listing and labeling all of the permutations in order,  
We get the following sequence (ie, for *n* = 3):

1. "123"
2. "132"
3. "213"
4. "231"
5. "312"
6. "321"

Given *n* and *k*, return the *k*th permutation sequence.

**Note:** Given *n* will be between 1 and 9 inclusive.

**public** **class** Solution {

**public** String getPermutation(**int** n, **int** k) {

**int** pos = 0;

List<Integer> numbers = **new** ArrayList<>();

**int**[] factorial = **new** **int**[n + 1];

StringBuilder sb = **new** StringBuilder();

**int** sum = 1;

factorial[0] = 1;

**for** (**int** i = 1; i <= n; i++) {

sum \*= i;

factorial[i] = sum;

}

**for** (**int** i = 1; i <= n; i++) {

numbers.add(i);

}

k--;

**for** (**int** i = 1; i <= n; i++) {

**int** index = k / factorial[n - i];

sb.append(String.*valueOf*(numbers.get(index)));

numbers.remove(index);

k -= index \* factorial[n - i];

}

**return** sb.toString();

}

}

# [Rotate List](https://leetcode.com/problems/rotate-list)

Given a list, rotate the list to the right by *k* places, where *k* is non-negative.

For example:  
Given 1->2->3->4->5->NULL and *k* = 2,  
return 4->5->1->2->3->NULL.

**public** **class** Solution {

**public** ListNode rotateRight(ListNode head, **int** k) {

**if** (head == **null** || head.next == **null**)

**return** head;

ListNode dummy = **new** ListNode(0);

dummy.next = head;

ListNode fast = dummy, slow = dummy;

**int** i;

**for** (i = 0; fast.next != **null**; i++)

fast = fast.next;

**for** (**int** j = i - k % i; j > 0; j--)

slow = slow.next;

fast.next = dummy.next;

dummy.next = slow.next;

slow.next = **null**;

**return** dummy.next;

}

}

# [Unique Paths](https://leetcode.com/problems/unique-paths)

A robot is located at the top-left corner of a *m* x *n* grid (marked 'Start' in the diagram below).

The robot can only move either down or right at any point in time. The robot is trying to reach the bottom-right corner of the grid (marked 'Finish' in the diagram below).

How many possible unique paths are there?



Above is a 3 x 7 grid. How many possible unique paths are there?

**Note:** *m* and *n* will be at most 100.

**public** **class** Solution {

**public** **int** uniquePaths(**int** m, **int** n) {

**int** table[][] = **new** **int**[m][n];

**for**(**int** i = 0; i < m;i++) {

table[i][0] = 1;

}

**for**(**int** i = 1; i < n;i++) {

table[0][i] = 1;

}

**for**(**int** row = 1; row < m;row++) {

**for**(**int** column = 1; column < n;column++) {

table[row][column] = table[row-1][column] + table[row][column - 1];

}

}

**return** table[m-1][n-1];

}

}

# [Unique Paths II](https://leetcode.com/problems/unique-paths-ii)

Follow up for "Unique Paths":

Now consider if some obstacles are added to the grids. How many unique paths would there be?

An obstacle and empty space is marked as 1 and 0 respectively in the grid.

For example,

There is one obstacle in the middle of a 3x3 grid as illustrated below.

[ [0,0,0],

[0,1,0],

[0,0,0]]

The total number of unique paths is 2.

**Note:** *m* and *n* will be at most 100.

**public** **class** Solution {

**public** **int** uniquePathsWithObstacles(**int**[][] obstacleGrid) {

**int** table[][] = obstacleGrid;

**int** m = obstacleGrid.length;

**int** n = obstacleGrid[0].length;

**for** (**int** row = 0; row < m; row++) {

**for** (**int** column = 0; column < n; column++) {

**if** (table[row][column] == 1) {

table[row][column] = 0;

} **else** **if** (column == 0 && row == 0 && table[row][column] != 1) {

table[row][column] = 1;

} **else** **if** (column == 0) {

table[row][column] = table[row - 1][column];

} **else** **if** (row == 0) {

table[row][column] = table[row][column - 1];

} **else**

table[row][column] = table[row - 1][column]

+ table[row][column - 1];

}

}

**return** table[m - 1][n - 1];

}

}

# [Minimum Path Sum](https://leetcode.com/problems/minimum-path-sum)

Given a *m* x *n* grid filled with non-negative numbers, find a path from top left to bottom right which *minimizes* the sum of all numbers along its path.

**Note:** You can only move either down or right at any point in time.

**public** **class** Solution {

**public** **int** minPathSum(**int**[][] grid) {

**int** m = grid.length;

**if**(m == 0)

**return** 0;

**int** n = grid[0].length;

**for**(**int** i = 0; i < m; ++i) {

**for**(**int** j = 0; j < n; ++j) {

**if**(i == 0 && j != 0)

grid[i][j] = grid[i][j-1] + grid[i][j];

**else** **if**(i != 0 && j == 0)

grid[i][j] = grid[i-1][j] + grid[i][j];

**if**(i != 0 && j != 0)

grid[i][j] = Math.*min*(grid[i][j-1], grid[i-1][j]) + grid[i][j];

}

}

**return** grid[m-1][n-1];

}

}

# [Valid Number](https://leetcode.com/problems/valid-number)

Validate if a given string is numeric.

Some examples:  
"0" => true  
" 0.1 " => true  
"abc" => false  
"1 a" => false  
"2e10" => true

**Note:** It is intended for the problem statement to be ambiguous. You should gather all requirements up front before implementing one.

**public** **class** Solution {

**public** **boolean** isNumber(String s) {

**if** (s == **null**)

**return** **false**;

s = s.trim().toLowerCase();

**int** n = s.length();

**if** (n == 0)

**return** **false**;

**int** signCount = 0;

**boolean** hasE = **false**;

**boolean** hasNum = **false**;

**boolean** hasPoint = **false**;

**for** (**int** i = 0; i < n; i++) {

**char** c = s.charAt(i);

**if** (!isValid(c))

**return** **false**;

**if** (c >= '0' && c <= '9')

hasNum = **true**;

**if** (c == 'e') {

**if** (hasE || !hasNum)

**return** **false**;

**if** (i == n - 1)

**return** **false**;

hasE = **true**;

}

**if** (c == '.') {

**if** (hasPoint || hasE)

**return** **false**;

**if** (i == n - 1 && !hasNum)

**return** **false**;

hasPoint = **true**;

}

**if** (c == '+' || c == '-') {

**if** (signCount == 2)

**return** **false**;

**if** (i == n - 1)

**return** **false**;

**if** (i > 0 && s.charAt(i - 1) != 'e')

**return** **false**;

signCount++;

}

}

**return** **true**;

}

**boolean** isValid(**char** c) {

**return** c == '.' || c == '+' || c == '-' || c == 'e'

|| c >= '0' && c <= '9';

}

}

# [Plus One](https://leetcode.com/problems/plus-one)

Given a non-negative integer represented as a **non-empty** array of digits, plus one to the integer.

You may assume the integer do not contain any leading zero, except the number 0 itself.

The digits are stored such that the most significant digit is at the head of the list.

**public** **class** Solution {

**public** **int**[] plusOne(**int**[] digits) {

**int** n = digits.length;

**for**(**int** i=n-1; i>=0; i--) {

**if**(digits[i] < 9) {

digits[i]++;

**return** digits;

}

digits[i] = 0;

}

**int**[] newNumber = **new** **int** [n+1];

newNumber[0] = 1;//only for 9999 like

**return** newNumber;

}

}

# [Add Binary](https://leetcode.com/problems/add-binary)

Given two binary strings, return their sum (also a binary string).

For example,  
a = "11"  
b = "1"  
Return "100".

**public** **class** Solution {

**public** String addBinary(String a, String b) {

StringBuilder sb = **new** StringBuilder();

**int** i = a.length() - 1, j = b.length() -1, carry = 0;

**while** (i >= 0 || j >= 0) {

**int** sum = carry;

**if** (j >= 0) sum += b.charAt(j--) - '0';

**if** (i >= 0) sum += a.charAt(i--) - '0';

sb.append(sum % 2);

carry = sum / 2;

}

**if** (carry != 0) sb.append(carry);

**return** sb.reverse().toString();

}

}

思路：小学加法竖式，从低位加到高们（考虑进位）。

# [Text Justification](https://leetcode.com/problems/text-justification)

Given an array of words and a length *L*, format the text such that each line has exactly *L* characters and is fully (left and right) justified.

You should pack your words in a greedy approach; that is, pack as many words as you can in each line. Pad extra spaces ' ' when necessary so that each line has exactly *L* characters.

Extra spaces between words should be distributed as evenly as possible. If the number of spaces on a line do not divide evenly between words, the empty slots on the left will be assigned more spaces than the slots on the right.

For the last line of text, it should be left justified and no extra space is inserted between words.

For example,  
**words**: ["This", "is", "an", "example", "of", "text", "justification."]  
**L**: 16.

Return the formatted lines as:

[ "This is an",

"example of text",

"justification. "]

**Note:** Each word is guaranteed not to exceed *L* in length.

[click to show corner cases.](https://leetcode.com/problems/text-justification/)

**Corner Cases:**

* A line other than the last line might contain only one word. What should you do in this case?  
  In this case, that line should be left-justified.

**public** **class** Solution {

**public** List<String> fullJustify(String[] words, **int** maxWidth) {

StringBuilder sb = **new** StringBuilder();

**for** (**int** i = 0; i < maxWidth; ++i)

sb.append(" ");

String pads = sb.toString();

List<String> strs = **new** ArrayList<>();

**for** (**int** i = 0, sum = 0, j = 0; i < words.length; i = j) {

**for** (j = i + 1, sum = words[i].length(); j < words.length

&& sum + j - i + words[j].length() <= maxWidth; ++j)

sum += words[j].length();

StringBuilder l = **new** StringBuilder();

**int** n = j - 1 - i;

**int** m = (j == words.length || 0 == n) ? 1 : ((maxWidth - sum) / n);

**int** b = (j == words.length) ? 0 : (maxWidth - sum - m \* n);

**for** (**int** k = i; k < j - 1; ++k) {

l.append(words[k]);

l.append(pads.substring(0, (k - i < b) ? (m + 1) : m));

}

l.append(words[j - 1]);

**if** (j == words.length || 0 == n) {

l.append(pads.substring(0, maxWidth - sum - n));

}

strs.add(l.toString());

}

**return** strs;

}

}

# [Sqrt(x)](https://leetcode.com/problems/sqrtx)

Implement int sqrt(int x).

Compute and return the square root of *x*.

**public** **class** Solution {

**public** **int** mySqrt(**int** x) {

**if** (x < 1) **return** 0;

**int** left = 1, right = x;

**long** mid;

**while**(left+1 < right) {

mid = left + (right-left) /2;

**if**(mid\*mid > x) {

right = (**int**)mid;

} **else** **if**(mid\*mid < x) {

left = (**int**)mid;

} **else**

**return** (**int**)mid;

}

**return** left;

}

}

# [Climbing Stairs](https://leetcode.com/problems/climbing-stairs)

You are climbing a stair case. It takes *n* steps to reach to the top.

Each time you can either climb 1 or 2 steps. In how many distinct ways can you climb to the top?

**Note:** Given *n* will be a positive integer.

**public** **class** Solution {

**public** **int** climbStairs(**int** n) {

**if**(n<=1)

**return** 1;

**if**(n==2)

**return** 2;

**int**[] ways = **new** **int**[n];

ways[0]=1;

ways[1]=2;

**for**(**int** i = 2;i<n;++i)

ways[i] = ways[i-1] + ways[i-2];

**return** ways[n-1];

}

}

# [Simplify Path](https://leetcode.com/problems/simplify-path)

Given an absolute path for a file (Unix-style), simplify it.

For example,  
**path** = "/home/", => "/home"  
**path** = "/a/./b/../../c/", => "/c"

[click to show corner cases.](https://leetcode.com/problems/simplify-path/)

**Corner Cases:**

* Did you consider the case where **path** = "/../"?  
  In this case, you should return "/".
* Another corner case is the path might contain multiple slashes '/' together, such as "/home//foo/".  
  In this case, you should ignore redundant slashes and return "/home/foo".

**public** **class** Solution {

**public** String simplifyPath(String path) {

**while** (path.contains("//")) {

path = path.replace("//", "/");

}

String[] paths = path.split("/");

List<String> pathList = **new** LinkedList<String>();

**for** (String p : paths) {

**if** (p.length() < 1)

**continue**;

**if** (p.equals(".")) {

} **else** **if** (p.equals("..")) {

**if** (pathList.size() > 0)

pathList.remove(pathList.size() - 1);

} **else**

pathList.add(p);

}

StringBuilder sb = **new** StringBuilder();

sb.append("/");

**for** (**int** i = 0; i < pathList.size(); ++i) {

sb.append(pathList.get(i));

**if** (i != pathList.size() - 1)

sb.append("/");

}

**return** sb.toString();

}

}

# [Edit Distance](https://leetcode.com/problems/edit-distance)

Given two words *word1* and *word2*, find the minimum number of steps required to convert *word1* to *word2*. (each operation is counted as 1 step.)

You have the following 3 operations permitted on a word:

a) Insert a character  
b) Delete a character  
c) Replace a character

**public** **class** Solution {

**public** **int** minDistance(String word1, String word2) {

**int** m = word1.length();

**int** n = word2.length();

**int**[][] cost = **new** **int**[m + 1][n + 1];

**for**(**int** i = 0; i <= m; i++)

cost[i][0] = i;

**for**(**int** i = 1; i <= n; i++)

cost[0][i] = i;

**for**(**int** i = 0; i < m; i++) {

**for**(**int** j = 0; j < n; j++) {

**if**(word1.charAt(i) == word2.charAt(j))

cost[i + 1][j + 1] = cost[i][j];

**else** {

**int** a = cost[i][j];

**int** b = cost[i][j + 1];

**int** c = cost[i + 1][j];

cost[i + 1][j + 1] = a < b ? (a < c ? a : c) : (b < c ? b : c);

cost[i + 1][j + 1]++;

}

}

}

**return** cost[m][n];

}

}

# [Set Matrix Zeroes](https://leetcode.com/problems/set-matrix-zeroes)

Given a *m* x *n* matrix, if an element is 0, set its entire row and column to 0. Do it in place.

[click to show follow up.](https://leetcode.com/problems/set-matrix-zeroes/)

**Follow up:**

Did you use extra space?  
A straight forward solution using O(*mn*) space is probably a bad idea.  
A simple improvement uses O(*m* + *n*) space, but still not the best solution.  
Could you devise a constant space solution?

**public** **class** Solution {

**public** **void** setZeroes(**int**[][] matrix) {

**boolean** fr = **false**,fc = **false**;

**for**(**int** i = 0; i < matrix.length; i++) {

**for**(**int** j = 0; j < matrix[0].length; j++) {

**if**(matrix[i][j] == 0) {

**if**(i == 0) fr = **true**;

**if**(j == 0) fc = **true**;

matrix[0][j] = 0;

matrix[i][0] = 0;

}

}

}

**for**(**int** i = 1; i < matrix.length; i++) {

**for**(**int** j = 1; j < matrix[0].length; j++) {

**if**(matrix[i][0] == 0 || matrix[0][j] == 0) {

matrix[i][j] = 0;

}

}

}

**if**(fr) {

**for**(**int** j = 0; j < matrix[0].length; j++) {

matrix[0][j] = 0;

}

}

**if**(fc) {

**for**(**int** i = 0; i < matrix.length; i++) {

matrix[i][0] = 0;

}

}

}

}

# [Search a 2D Matrix](https://leetcode.com/problems/search-a-2d-matrix)

Write an efficient algorithm that searches for a value in an *m* x *n* matrix. This matrix has the following properties:

* Integers in each row are sorted from left to right.
* The first integer of each row is greater than the last integer of the previous row.

For example,

Consider the following matrix:

[ [1, 3, 5, 7],

[10, 11, 16, 20],

[23, 30, 34, 50]]

Given **target** = 3, return true.

**public** **class** Solution {

**public** **boolean** searchMatrix(**int**[][] matrix, **int** target) {

**int** n = matrix.length;

**if**(n == 0)

**return** **false**;

**int** m = matrix[0].length;

**if**(m == 0)

**return** **false**;

**int** l = 0, r = m \* n - 1;

**while** (l != r){

**int** mid = (l + r - 1) >> 1;

**if** (matrix[mid / m][mid % m] < target)

l = mid + 1;

**else**

r = mid;

}

**return** matrix[r / m][r % m] == target;

}

}

# [Sort Colors](https://leetcode.com/problems/sort-colors)

Given an array with *n* objects colored red, white or blue, sort them so that objects of the same color are adjacent, with the colors in the order red, white and blue.

Here, we will use the integers 0, 1, and 2 to represent the color red, white, and blue respectively.

**Note:**  
You are not suppose to use the library's sort function for this problem.

[click to show follow up.](https://leetcode.com/problems/sort-colors/)

**Follow up:**  
A rather straight forward solution is a two-pass algorithm using counting sort.  
First, iterate the array counting number of 0's, 1's, and 2's, then overwrite array with total number of 0's, then 1's and followed by 2's.

Could you come up with an one-pass algorithm using only constant space?

**public** **class** Solution {

**public** **void** sortColors(**int**[] nums) {

**int** r = 0;

**int** w = 0;

**for**(**int** i=0;i<nums.length;++i) {

**if**(0==nums[i])

++r;

**if**(1==nums[i])

++w;

}

**for**(**int** i=0;i<r;++i)

nums[i] = 0;

**for**(**int** i=r;i<r+w;++i)

nums[i] = 1;

**for**(**int** i=r+w;i<nums.length;++i)

nums[i] = 2;

}

}

# [Minimum Window Substring](https://leetcode.com/problems/minimum-window-substring)

Given a string S and a string T, find the minimum window in S which will contain all the characters in T in complexity O(n).

For example,  
**S** = "ADOBECODEBANC"  
**T** = "ABC"

Minimum window is "BANC".

**Note:**  
If there is no such window in S that covers all characters in T, return the empty string "".

If there are multiple such windows, you are guaranteed that there will always be only one unique minimum window in S.

**public** **class** Solution {

**public** String minWindow(String s, String t) {

**int**[] map = **new** **int**[256];

**for** (**char** c : t.toCharArray())

map[c]++;

**int** counter = t.length(), begin = 0, end = 0, d = Integer.***MAX\_VALUE***,

head = 0;

**while** (end < s.length()) {

**if** (map[s.charAt(end++)]-- > 0)

counter--; // in t

**while** (counter == 0) { // valid

**if** (end - begin < d) {

head = begin;

d = end - head;

}

**if** (map[s.charAt(begin++)]++ == 0)

counter++; // make it invalid

}

}

**return** d == Integer.***MAX\_VALUE*** ? "" : s.substring(head, head + d);

}

}

思路：Sliding Window，先找到包含T的第一个字串，然后把左边界缩小到最小但包含T的状态，这是第一个Candidate。然后左边界前移，重复第一步，找到所有Candidates。最终找到最小值并返回。

# [Combinations](https://leetcode.com/problems/combinations)

Given two integers *n* and *k*, return all possible combinations of *k* numbers out of 1 ... *n*.

For example,  
If *n* = 4 and *k* = 2, a solution is:

[ [2,4],

[3,4],

[2,3],

[1,2],

[1,3],

[1,4],]

**public** **class** Solution {

**public** List<List<Integer>> combine(**int** n, **int** k) {

List<List<Integer>> combs = **new** ArrayList<List<Integer>>();

*combine*(combs, **new** ArrayList<Integer>(), 1, n, k);

**return** combs;

}

**public** **static** **void** combine(List<List<Integer>> combs, List<Integer> comb,

**int** start, **int** n, **int** k) {

**if** (k == 0) {

combs.add(**new** ArrayList<Integer>(comb));

**return**;

}

**for** (**int** i = start; i <= n; i++) {

comb.add(i);

*combine*(combs, comb, i + 1, n, k - 1);

comb.remove(comb.size() - 1);

}

}

}

# [Subsets](https://leetcode.com/problems/subsets)

Given a set of **distinct** integers, *nums*, return all possible subsets.

**Note:** The solution set must not contain duplicate subsets.

For example,  
If ***nums*** = [1,2,3], a solution is:

[ [3],

[1],

[2],

[1,2,3],

[1,3],

[2,3],

[1,2],

[]]

**public** **class** Solution {

**public** List<List<Integer>> subsets(**int**[] nums) {

List<List<Integer>> list = **new** ArrayList<>();

backtrack(list, **new** ArrayList<>(), nums, 0);

**return** list;

}

**private** **void** backtrack(List<List<Integer>> list, List<Integer> tempList,

**int**[] nums, **int** start) {

list.add(**new** ArrayList<>(tempList));

**for** (**int** i = start; i < nums.length; i++) {

tempList.add(nums[i]);

backtrack(list, tempList, nums, i + 1);

tempList.remove(tempList.size() - 1);

}

}

}

# [Word Search](https://leetcode.com/problems/word-search)

Given a 2D board and a word, find if the word exists in the grid.

The word can be constructed from letters of sequentially adjacent cell, where "adjacent" cells are those horizontally or vertically neighboring. The same letter cell may not be used more than once.

For example,  
Given **board** =

[ ['A','B','C','E'],

['S','F','C','S'],

['A','D','E','E']]

**word** = "ABCCED", -> returns true,  
**word** = "SEE", -> returns true,  
**word** = "ABCB", -> returns false.

**public** **class** Solution {

**public** **boolean** exist(**char**[][] board, String word) {

**if** (word == **null** || word.length() == 0) {

**return** **true**;

}

**char**[] chs = word.toCharArray();

**for** (**int** i = 0; i < board.length; i++) {

**for** (**int** j = 0; j < board[0].length; j++) {

**if** (dfs(board, chs, 0, i, j)) {

**return** **true**;

}

}

}

**return** **false**;

}

**private** **boolean** dfs(**char**[][] board, **char**[] words, **int** idx, **int** x, **int** y) {

**if** (idx == words.length) {

**return** **true**;

}

**if** (x < 0 || x == board.length || y < 0 || y == board[0].length) {

**return** **false**;

}

**if** (board[x][y] != words[idx]) {

**return** **false**;

}

board[x][y] ^= 256;

**boolean** exist = dfs(board, words, idx + 1, x, y + 1)

|| dfs(board, words, idx + 1, x, y - 1)

|| dfs(board, words, idx + 1, x + 1, y)

|| dfs(board, words, idx + 1, x - 1, y);

board[x][y] ^= 256;

**return** exist;

}

}

# [Remove Duplicates from Sorted Array II](https://leetcode.com/problems/remove-duplicates-from-sorted-array-ii)

Follow up for "Remove Duplicates":  
What if duplicates are allowed at most *twice*?

For example,  
Given sorted array *nums* = [1,1,1,2,2,3],

Your function should return length = 5, with the first five elements of *nums* being 1, 1, 2, 2 and 3. It doesn't matter what you leave beyond the new length.

**public** **class** Solution {

**public** **int** removeDuplicates(**int**[] nums) {

**int** i = 0;

**for** (**int** n : nums)

**if** (i < 2 || n > nums[i - 2])

nums[i++] = n;

**return** i;

}

}

# [Search in Rotated Sorted Array II](https://leetcode.com/problems/search-in-rotated-sorted-array-ii)

*Follow up* for "Search in Rotated Sorted Array":  
What if *duplicates* are allowed?

Would this affect the run-time complexity? How and why?

Suppose an array sorted in ascending order is rotated at some pivot unknown to you beforehand.

(i.e., 0 1 2 4 5 6 7 might become 4 5 6 7 0 1 2).

Write a function to determine if a given target is in the array.

The array may contain duplicates.

**public** **class** Solution {

**public** **boolean** search(**int**[] nums, **int** target) {

**int** start = 0, end = nums.length - 1, mid = -1;

**while** (start <= end) {

mid = (start + end) / 2;

**if** (nums[mid] == target) {

**return** **true**;

}

**if** (nums[mid] < nums[end] || nums[mid] < nums[start]) {

**if** (target > nums[mid] && target <= nums[end]) {

start = mid + 1;

} **else** {

end = mid - 1;

}

} **else** **if** (nums[mid] > nums[start] || nums[mid] > nums[end]) {

**if** (target < nums[mid] && target >= nums[start]) {

end = mid - 1;

} **else** {

start = mid + 1;

}

} **else** {

end--;

}

}

**return** **false**;

}

}

# [Remove Duplicates from Sorted List II](https://leetcode.com/problems/remove-duplicates-from-sorted-list-ii)

Given a sorted linked list, delete all nodes that have duplicate numbers, leaving only *distinct* numbers from the original list.

For example,  
Given 1->2->3->3->4->4->5, return 1->2->5.  
Given 1->1->1->2->3, return 2->3.

**public** **class** Solution {

**public** ListNode deleteDuplicates(ListNode head) {

**if** (head == **null**)

**return** **null**;

ListNode dummyNode = **new** ListNode(0);

dummyNode.next = head;

ListNode pre = dummyNode;

ListNode cur = head;

**while** (cur != **null**) {

**while** (cur.next != **null** && cur.val == cur.next.val) {

cur = cur.next;

}

**if** (pre.next == cur) {

pre = pre.next;

} **else** {

pre.next = cur.next;

}

cur = cur.next;

}

**return** dummyNode.next;

}

}

# [Remove Duplicates from Sorted List](https://leetcode.com/problems/remove-duplicates-from-sorted-list)

Given a sorted linked list, delete all duplicates such that each element appear only *once*.

For example,  
Given 1->1->2, return 1->2.  
Given 1->1->2->3->3, return 1->2->3.

**public** **class** Solution {

**public** ListNode deleteDuplicates(ListNode head) {

ListNode dummyNode = **new** ListNode(0);

dummyNode.next = head;

**while** (head != **null** && head.next != **null**) {

**while** (head.val == head.next.val) {

head.next = head.next.next;

**if** (head.next == **null**)

**break**;

}

head = head.next;

}

**return** dummyNode.next;

}

}

# [Largest Rectangle in Histogram](https://leetcode.com/problems/largest-rectangle-in-histogram)

Given *n* non-negative integers representing the histogram's bar height where the width of each bar is 1, find the area of largest rectangle in the histogram.



Above is a histogram where width of each bar is 1, given height = [2,1,5,6,2,3].



The largest rectangle is shown in the shaded area, which has area = 10 unit.

For example,  
Given heights = [2,1,5,6,2,3],  
return 10.

**public** **class** Solution {

**public** **int** largestRectangleArea(**int**[] heights) {

**if** (heights == **null** || heights.length == 0) {

**return** 0;

}

**int**[] lessFromLeft = **new** **int**[heights.length];

**int**[] lessFromRight = **new** **int**[heights.length];

lessFromRight[heights.length - 1] = heights.length;

lessFromLeft[0] = -1;

**for** (**int** i = 1; i < heights.length; i++) {

**int** p = i - 1;

**while** (p >= 0 && heights[p] >= heights[i]) {

p = lessFromLeft[p];

}

lessFromLeft[i] = p;

}

**for** (**int** i = heights.length - 2; i >= 0; i--) {

**int** p = i + 1;

**while** (p < heights.length && heights[p] >= heights[i]) {

p = lessFromRight[p];

}

lessFromRight[i] = p;

}

**int** maxArea = 0;

**for** (**int** i = 0; i < heights.length; i++) {

maxArea = Math.*max*(maxArea,

heights[i] \* (lessFromRight[i] - lessFromLeft[i] - 1));

}

**return** maxArea;

}

}

**public** **class** Solution {

**public** **int** largestRectangleArea(**int**[] heights) {

**int** len = heights.length;

Stack<Integer> s = **new** Stack<Integer>();

**int** maxArea = 0;

**for** (**int** i = 0; i <= len; i++) {

**int** h = (i == len ? 0 : heights[i]);

**if** (s.isEmpty() || h >= heights[s.peek()]) {

s.push(i);

} **else** {

**int** tp = s.pop();

maxArea = Math.*max*(maxArea,

heights[tp] \* (s.isEmpty() ? i : i - 1 - s.peek()));

i--;

}

}

**return** maxArea;

}

}

# [Maximal Rectangle](https://leetcode.com/problems/maximal-rectangle)

Given a 2D binary matrix filled with 0's and 1's, find the largest rectangle containing only 1's and return its area.

For example, given the following matrix:

1 0 1 0 0

1 0 1 1 1

1 1 1 1 1

1 0 0 1 0

Return 6.

**public** **class** Solution {

**public** **int** maximalRectangle(**char**[][] matrix) {

**if** (matrix.length == 0)

**return** 0;

**int** m = matrix.length;

**int** n = matrix[0].length;

**int**[] left = **new** **int**[n], right = **new** **int**[n], height = **new** **int**[n];

**for** (**int** i = 0; i < n; ++i)

right[i] = n;

**int** maxA = 0;

**for** (**int** i = 0; i < m; ++i) {

**int** cur\_left = 0, cur\_right = n;

**for** (**int** j = 0; j < n; j++) {

**if** (matrix[i][j] == '1')

height[j]++;

**else**

height[j] = 0;

}

**for** (**int** j = 0; j < n; j++) {

**if** (matrix[i][j] == '1')

left[j] = Math.*max*(left[j], cur\_left);

**else** {

left[j] = 0;

cur\_left = j + 1;

}

}

**for** (**int** j = n - 1; j >= 0; j--) {

**if** (matrix[i][j] == '1')

right[j] = Math.*min*(right[j], cur\_right);

**else** {

right[j] = n;

cur\_right = j;

}

}

**for** (**int** j = 0; j < n; j++)

maxA = Math.*max*(maxA, (right[j] - left[j]) \* height[j]);

}

**return** maxA;

}

}

# [Partition List](https://leetcode.com/problems/partition-list)

Given a linked list and a value *x*, partition it such that all nodes less than *x* come before nodes greater than or equal to *x*.

You should preserve the original relative order of the nodes in each of the two partitions.

For example,  
Given 1->4->3->2->5->2 and *x* = 3,  
return 1->2->2->4->3->5.

**public** **class** Solution {

**public** ListNode partition(ListNode head, **int** x) {

ListNode dummy1 = **new** ListNode(0), dummy2 = **new** ListNode(0);

ListNode curr1 = dummy1, curr2 = dummy2;

**while** (head != **null**) {

**if** (head.val < x) {

curr1.next = head;

curr1 = head;

} **else** {

curr2.next = head;

curr2 = head;

}

head = head.next;

}

curr2.next = **null**;

curr1.next = dummy2.next;

**return** dummy1.next;

}

}

# [Scramble String](https://leetcode.com/problems/scramble-string)

Given a string *s1*, we may represent it as a binary tree by partitioning it to two non-empty substrings recursively.

Below is one possible representation of *s1* = "great":

great

/ \

gr eat

/ \ / \

g r e at

/ \

a t

To scramble the string, we may choose any non-leaf node and swap its two children.

For example, if we choose the node "gr" and swap its two children, it produces a scrambled string "rgeat".

rgeat

/ \

rg eat

/ \ / \

r g e at

/ \

a t

We say that "rgeat" is a scrambled string of "great".

Similarly, if we continue to swap the children of nodes "eat" and "at", it produces a scrambled string "rgtae".

rgtae

/ \

rg tae

/ \ / \

r g ta e

/ \

t a

We say that "rgtae" is a scrambled string of "great".

Given two strings *s1* and *s2* of the same length, determine if *s2* is a scrambled string of *s1*.

**public** **class** Solution {

**public** **boolean** isScramble(String s1, String s2) {

**if** (s1.equals(s2))

**return** **true**;

**int**[] letters = **new** **int**[26];

**for** (**int** i = 0; i < s1.length(); i++) {

letters[s1.charAt(i) - 'a']++;

letters[s2.charAt(i) - 'a']--;

}

**for** (**int** i = 0; i < 26; i++)

**if** (letters[i] != 0)

**return** **false**;

**for** (**int** i = 1; i < s1.length(); i++) {

**if** (isScramble(s1.substring(0, i), s2.substring(0, i))

&& isScramble(s1.substring(i), s2.substring(i)))

**return** **true**;

**if** (isScramble(s1.substring(0, i), s2.substring(s2.length() - i))

&& isScramble(s1.substring(i),

s2.substring(0, s2.length() - i)))

**return** **true**;

}

**return** **false**;

}

}

# [Merge Sorted Array](https://leetcode.com/problems/merge-sorted-array)

Given two sorted integer arrays *nums1* and *nums2*, merge *nums2* into *nums1* as one sorted array.

**Note:**  
You may assume that *nums1* has enough space (size that is greater or equal to *m* + *n*) to hold additional elements from *nums2*. The number of elements initialized in *nums1* and *nums2* are *m* and *n* respectively.

**public** **class** Solution {

**public** **void** merge(**int**[] nums1, **int** m, **int**[] nums2, **int** n) {

**for** (**int** i = nums1.length - 1; i >= n; --i) {

nums1[i] = nums1[i - n];

}

**int** k = 0;

**for** (**int** i = n, j = 0; i < m + n || j < n;) {

**if** (i >= m + n) {

nums1[k++] = nums2[j++];

} **else** **if** (j >= n) {

nums1[k++] = nums1[i++];

} **else** {

nums1[k++] = nums1[i] > nums2[j] ? nums2[j++] : nums1[i++];

}

}

}

}

# [Gray Code](https://leetcode.com/problems/gray-code)

The gray code is a binary numeral system where two successive values differ in only one bit.

Given a non-negative integer *n* representing the total number of bits in the code, print the sequence of gray code. A gray code sequence must begin with 0.

For example, given *n* = 2, return [0,1,3,2]. Its gray code sequence is:

00 - 0

01 - 1

11 - 3

10 - 2

**Note:**  
For a given *n*, a gray code sequence is not uniquely defined.

For example, [0,2,3,1] is also a valid gray code sequence according to the above definition.

For now, the judge is able to judge based on one instance of gray code sequence. Sorry about that.

**public** **class** Solution {

**public** List<Integer> grayCode(**int** n) {

List<Integer> result = **new** LinkedList<>();

**for** (**int** i = 0; i < 1 << n; i++)

result.add(i ^ i >> 1);

**return** result;

}

}

# [Subsets II](https://leetcode.com/problems/subsets-ii)

Given a collection of integers that might contain duplicates, ***nums***, return all possible subsets.

**Note:** The solution set must not contain duplicate subsets.

For example,  
If ***nums*** = [1,2,2], a solution is:

[ [2],

[1],

[1,2,2],

[2,2],

[1,2],

[]]

**public** **class** Solution {

**public** List<List<Integer>> subsetsWithDup(**int**[] nums) {

List<List<Integer>> list = **new** ArrayList<>();

Arrays.*sort*(nums);

backtrack(list, **new** ArrayList<>(), nums, 0);

**return** list;

}

**private** **void** backtrack(List<List<Integer>> list, List<Integer> tempList,

**int**[] nums, **int** start) {

list.add(**new** ArrayList<>(tempList));

**for** (**int** i = start; i < nums.length; i++) {

**if** (i > start && nums[i] == nums[i - 1])

**continue**;

tempList.add(nums[i]);

backtrack(list, tempList, nums, i + 1);

tempList.remove(tempList.size() - 1);

}

}

}

# [Decode Ways](https://leetcode.com/problems/decode-ways)

A message containing letters from A-Z is being encoded to numbers using the following mapping:

'A' -> 1

'B' -> 2

...

'Z' -> 26

Given an encoded message containing digits, determine the total number of ways to decode it.

For example,  
Given encoded message "12", it could be decoded as "AB" (1 2) or "L" (12).

The number of ways decoding "12" is 2.

**public** **class** Solution {

**public** **int** numDecodings(String s) {

**int** len = s.length();

**if** (len == 0)

**return** 0;

**int**[] dp = **new** **int**[len + 1];

dp[0] = 1;

dp[1] = s.charAt(0) == '0' ? 0 : 1;

**for** (**int** i = 2; i <= len; i++) {

**char** c0 = s.charAt(i - 1);

**char** c1 = s.charAt(i - 2);

**if** (c0 != '0')

dp[i] += dp[i - 1];

**if** (c1 == '1' || (c1 == '2' && c0 <= '6'))

dp[i] += dp[i - 2];

}

**return** dp[len];

}

}

# [Reverse Linked List II](https://leetcode.com/problems/reverse-linked-list-ii)

Reverse a linked list from position *m* to *n*. Do it in-place and in one-pass.

For example:  
Given 1->2->3->4->5->NULL, *m* = 2 and *n* = 4,

return 1->4->3->2->5->NULL.

**Note:**  
Given *m*, *n* satisfy the following condition:  
1 ? *m* ? *n* ? length of list.

**public** **class** Solution {

**public** ListNode reverseBetween(ListNode head, **int** m, **int** n) {

**if** (head == **null**)

**return** **null**;

ListNode dummy = **new** ListNode(0);

dummy.next = head;

ListNode pre = dummy;

**for** (**int** i = 0; i < m - 1; i++)

pre = pre.next;

ListNode start = pre.next;

ListNode then = start.next;

**for** (**int** i = 0; i < n - m; i++) {

start.next = then.next;

then.next = pre.next;

pre.next = then;

then = start.next;

}

**return** dummy.next;

}

}

# [Restore IP Addresses](https://leetcode.com/problems/restore-ip-addresses)

Given a string containing only digits, restore it by returning all possible valid IP address combinations.

For example:  
Given "25525511135",

return ["255.255.11.135", "255.255.111.35"]. (Order does not matter)

**public** **class** Solution {

**public** List<String> restoreIpAddresses(String s) {

List<String> ret = **new** ArrayList<>();

StringBuffer ip = **new** StringBuffer();

**for** (**int** a = 1; a < 4; ++a)

**for** (**int** b = 1; b < 4; ++b)

**for** (**int** c = 1; c < 4; ++c)

**for** (**int** d = 1; d < 4; ++d) {

**if** (a + b + c + d == s.length()) {

**int** n1 = Integer.*parseInt*(s.substring(0, a));

**int** n2 = Integer.*parseInt*(s.substring(a, a + b));

**int** n3 = Integer

.*parseInt*(s.substring(a + b, a + b + c));

**int** n4 = Integer.*parseInt*(s.substring(a + b + c));

**if** (n1 <= 255 && n2 <= 255 && n3 <= 255

&& n4 <= 255) {

ip.append(n1).append('.').append(n2).append('.')

.append(n3).append('.').append(n4);

**if** (ip.length() == s.length() + 3)

ret.add(ip.toString());

ip.delete(0, ip.length());

}

}

}

**return** ret;

}

}

# [Binary Tree Inorder Traversal](https://leetcode.com/problems/binary-tree-inorder-traversal)

Given a binary tree, return the *inorder* traversal of its nodes' values.

For example:  
Given binary tree [1,null,2,3],

1

\

2

/

3

return [1,3,2].

**Note:** Recursive solution is trivial, could you do it iteratively?

**public** **class** Solution {

**public** List<Integer> inorderTraversal(TreeNode root) {

List<Integer> r = **new** ArrayList<Integer>();

**if** (root != **null**)

*inorder*(root, r);

**return** r;

}

**private** **static** **void** inorder(TreeNode root, List<Integer> r) {

**if** (root.left != **null**)

*inorder*(root.left, r);

r.add(root.val);

**if** (root.right != **null**)

*inorder*(root.right, r);

}

}

# [Unique Binary Search Trees II](https://leetcode.com/problems/unique-binary-search-trees-ii)

Given an integer *n*, generate all structurally unique **BST's** (binary search trees) that store values 1...*n*.

For example,  
Given *n* = 3, your program should return all 5 unique BST's shown below.

1 3 3 2 1

\ / / / \ \

3 2 1 1 3 2

/ / \ \

2 1 2 3

**public** **class** Solution {

**public** List<TreeNode> generateTrees(**int** n) {

**if** (n == 0)

**return** **new** ArrayList<TreeNode>();

**return** genTrees(1, n);

}

**public** List<TreeNode> genTrees(**int** start, **int** end) {

List<TreeNode> list = **new** ArrayList<TreeNode>();

**if** (start > end) {

list.add(**null**);

**return** list;

}

**if** (start == end) {

list.add(**new** TreeNode(start));

**return** list;

}

List<TreeNode> left, right;

**for** (**int** i = start; i <= end; i++) {

left = genTrees(start, i - 1);

right = genTrees(i + 1, end);

**for** (TreeNode lnode : left) {

**for** (TreeNode rnode : right) {

TreeNode root = **new** TreeNode(i);

root.left = lnode;

root.right = rnode;

list.add(root);

}

}

}

**return** list;

}

}

# [Unique Binary Search Trees](https://leetcode.com/problems/unique-binary-search-trees)

Given *n*, how many structurally unique **BST's** (binary search trees) that store values 1...*n*?

For example,  
Given *n* = 3, there are a total of 5 unique BST's.

1 3 3 2 1

\ / / / \ \

3 2 1 1 3 2

/ / \ \

2 1 2 3

**public** **class** Solution {

**public** **int** numTrees(**int** n) {

**if** (n <= 1)

**return** 1;

**int**[] c = **new** **int**[n + 1];

c[0] = c[1] = 1;

**for** (**int** i = 2; i <= n; ++i) {

**for** (**int** j = 1; j <= i; ++j) {

c[i] += c[j - 1] \* c[i - j];

}

}

**return** c[n];

}

}

# [Interleaving String](https://leetcode.com/problems/interleaving-string)

Given *s1*, *s2*, *s3*, find whether *s3* is formed by the interleaving of *s1* and *s2*.

For example,  
Given:  
*s1* = "aabcc",  
*s2* = "dbbca",

When *s3* = "aadbbcbcac", return true.  
When *s3* = "aadbbbaccc", return false.

**public** **class** Solution {

**public** **boolean** isInterleave(String s1, String s2, String s3) {

**if** ((s1.length()+s2.length())!=s3.length()) **return** **false**;

**boolean**[][] matrix = **new** **boolean**[s2.length()+1][s1.length()+1];

matrix[0][0] = **true**;

**for** (**int** i = 1; i < matrix[0].length; i++)

matrix[0][i] = matrix[0][i-1]&&(s1.charAt(i-1)==s3.charAt(i-1));

**for** (**int** i = 1; i < matrix.length; i++)

matrix[i][0] = matrix[i-1][0]&&(s2.charAt(i-1)==s3.charAt(i-1));

**for** (**int** i = 1; i < matrix.length; i++){

**for** (**int** j = 1; j < matrix[0].length; j++){

matrix[i][j] = (matrix[i-1][j]&&(s2.charAt(i-1)==s3.charAt(i+j-1)))

|| (matrix[i][j-1]&&(s1.charAt(j-1)==s3.charAt(i+j-1)));

}

}

**return** matrix[s2.length()][s1.length()];

}

}

# [Validate Binary Search Tree](https://leetcode.com/problems/validate-binary-search-tree)

Given a binary tree, determine if it is a valid binary search tree (BST).

Assume a BST is defined as follows:

* The left subtree of a node contains only nodes with keys **less than** the node's key.
* The right subtree of a node contains only nodes with keys **greater than** the node's key.
* Both the left and right subtrees must also be binary search trees.

**Example 1:**

2

/ \

1 3

Binary tree [2,1,3], return true.

**Example 2:**

1

/ \

2 3

Binary tree [1,2,3], return false.

**public** **class** Solution {

**public** **boolean** isValidBST(TreeNode root) {

**return** isValidBST(root, Long.***MIN\_VALUE***, Long.***MAX\_VALUE***);

}

**public** **boolean** isValidBST(TreeNode root, **long** minVal, **long** maxVal) {

**if** (root == **null**)

**return** **true**;

**if** (root.val >= maxVal || root.val <= minVal)

**return** **false**;

**return** isValidBST(root.left, minVal, root.val)

&& isValidBST(root.right, root.val, maxVal);

}

}

# [Recover Binary Search Tree](https://leetcode.com/problems/recover-binary-search-tree)

Two elements of a binary search tree (BST) are swapped by mistake.

Recover the tree without changing its structure.

**Note:**  
A solution using O(*n*) space is pretty straight forward. Could you devise a constant space solution?

**public** **class** Solution {

TreeNode firstElement = **null**;

TreeNode secondElement = **null**;

TreeNode prevElement = **new** TreeNode(Integer.***MIN\_VALUE***);

**public** **void** recoverTree(TreeNode root) {

traverse(root);

**int** temp = firstElement.val;

firstElement.val = secondElement.val;

secondElement.val = temp;

}

**private** **void** traverse(TreeNode root) {

**if** (root == **null**)

**return**;

traverse(root.left);

**if** (firstElement == **null** && prevElement.val >= root.val) {

firstElement = prevElement;

}

**if** (firstElement != **null** && prevElement.val >= root.val) {

secondElement = root;

}

prevElement = root;

traverse(root.right);

}

}

# [Same Tree](https://leetcode.com/problems/same-tree)

Given two binary trees, write a function to check if they are equal or not.

Two binary trees are considered equal if they are structurally identical and the nodes have the same value.

**public** **class** Solution {

**public** **boolean** isSameTree(TreeNode p, TreeNode q) {

**if** (p == **null** && q == **null**)

**return** **true**;

**if** (p == **null** || q == **null** || p.val != q.val)

**return** **false**;

**boolean** result = **true**;

**if** (p.left != **null** && q.left != **null**) {

result = isSameTree(p.left, q.left);

} **else** **if** (p.left != **null** || q.left != **null**) {

**return** **false**;

}

**if** (!result) {

**return** result;

}

**if** (p.right != **null** && q.right != **null**) {

result = isSameTree(p.right, q.right);

} **else** **if** (p.right != **null** || q.right != **null**) {

**return** **false**;

}

**return** result;

}

}

# [Symmetric Tree](https://leetcode.com/problems/symmetric-tree)

Given a binary tree, check whether it is a mirror of itself (ie, symmetric around its center).

For example, this binary tree [1,2,2,3,4,4,3] is symmetric:

1

/ \

2 2

/ \ / \

3 4 4 3

But the following [1,2,2,null,3,null,3] is not:

1

/ \

2 2

\ \

3 3

**Note:**  
Bonus points if you could solve it both recursively and iteratively.

**public** **class** Solution {

**public** **boolean** isSymmetric(TreeNode root) {

**return** root == **null** || isSymmetricHelp(root.left, root.right);

}

**private** **boolean** isSymmetricHelp(TreeNode left, TreeNode right) {

**if** (left == **null** || right == **null**)

**return** left == right;

**if** (left.val != right.val)

**return** **false**;

**return** isSymmetricHelp(left.left, right.right)

&& isSymmetricHelp(left.right, right.left);

}

}

**public** **class** Solution {

**public** **boolean** isSymmetric(TreeNode root) {

**if** (root == **null**)

**return** **true**;

Stack<TreeNode> stack = **new** Stack<TreeNode>();

TreeNode left, right;

**if** (root.left != **null**) {

**if** (root.right == **null**)

**return** **false**;

stack.push(root.left);

stack.push(root.right);

} **else** **if** (root.right != **null**) {

**return** **false**;

}

**while** (!stack.empty()) {

**if** (stack.size() % 2 != 0)

**return** **false**;

right = stack.pop();

left = stack.pop();

**if** (right.val != left.val)

**return** **false**;

**if** (left.left != **null**) {

**if** (right.right == **null**)

**return** **false**;

stack.push(left.left);

stack.push(right.right);

} **else** **if** (right.right != **null**) {

**return** **false**;

}

**if** (left.right != **null**) {

**if** (right.left == **null**)

**return** **false**;

stack.push(left.right);

stack.push(right.left);

} **else** **if** (right.left != **null**) {

**return** **false**;

}

}

**return** **true**;

}

}

# [Binary Tree Level Order Traversal](https://leetcode.com/problems/binary-tree-level-order-traversal)

Given a binary tree, return the *level order* traversal of its nodes' values. (ie, from left to right, level by level).

For example:  
Given binary tree [3,9,20,null,null,15,7],

3

/ \

9 20

/ \

15 7

return its level order traversal as:

[ [3],

[9,20],

[15,7]]

**public** **class** Solution {

**public** List<List<Integer>> levelOrder(TreeNode root) {

Queue<TreeNode> queue = **new** LinkedList<TreeNode>();

List<List<Integer>> wrapList = **new** LinkedList<List<Integer>>();

**if** (root == **null**)

**return** wrapList;

queue.offer(root);

**while** (!queue.isEmpty()) {

**int** levelNum = queue.size();

List<Integer> subList = **new** LinkedList<Integer>();

**for** (**int** i = 0; i < levelNum; i++) {

**if** (queue.peek().left != **null**)

queue.offer(queue.peek().left);

**if** (queue.peek().right != **null**)

queue.offer(queue.peek().right);

subList.add(queue.poll().val);

}

wrapList.add(subList);

}

**return** wrapList;

}

}

# [Binary Tree Zigzag Level Order Traversal](https://leetcode.com/problems/binary-tree-zigzag-level-order-traversal)

Given a binary tree, return the *zigzag level order* traversal of its nodes' values. (ie, from left to right, then right to left for the next level and alternate between).

For example:  
Given binary tree [3,9,20,null,null,15,7],

3

/ \

9 20

/ \

15 7

return its zigzag level order traversal as:

[ [3],

[20,9],

[15,7]]

**public** **class** Solution {

**public** List<List<Integer>> zigzagLevelOrder(TreeNode root) {

List<List<Integer>> sol = **new** ArrayList<>();

travel(root, sol, 0);

**return** sol;

}

**private** **void** travel(TreeNode curr, List<List<Integer>> sol, **int** level) {

**if** (curr == **null**)

**return**;

**if** (sol.size() <= level) {

List<Integer> newLevel = **new** LinkedList<>();

sol.add(newLevel);

}

List<Integer> collection = sol.get(level);

**if** (level % 2 == 0)

collection.add(curr.val);

**else**

collection.add(0, curr.val);

travel(curr.left, sol, level + 1);

travel(curr.right, sol, level + 1);

}

}

# [Maximum Depth of Binary Tree](https://leetcode.com/problems/maximum-depth-of-binary-tree)

Given a binary tree, find its maximum depth.

The maximum depth is the number of nodes along the longest path from the root node down to the farthest leaf node.

**public** **class** Solution {

**public** **int** maxDepth(TreeNode root) {

**return** maxDepth(root, 0);

}

**public** **int** maxDepth(TreeNode root, **int** level) {

**if** (root == **null**) {

**return** level;

}

**return** Math.*max*(maxDepth(root.left, level + 1),

maxDepth(root.right, level + 1));

}

}

# [Construct Binary Tree from Preorder and Inorder Traversal](https://leetcode.com/problems/construct-binary-tree-from-preorder-and-inorder-traversal)

Given preorder and inorder traversal of a tree, construct the binary tree.

**Note:**  
You may assume that duplicates do not exist in the tree.

**public** **class** Solution {

**public** TreeNode buildTree(**int**[] preorder, **int**[] inorder) {

**return** helper(0, 0, inorder.length - 1, preorder, inorder);

}

**public** TreeNode helper(**int** preStart, **int** inStart, **int** inEnd, **int**[] preorder,

**int**[] inorder) {

**if** (preStart > preorder.length - 1 || inStart > inEnd) {

**return** **null**;

}

TreeNode root = **new** TreeNode(preorder[preStart]);

**int** inIndex = 0;

**for** (**int** i = inStart; i <= inEnd; i++) {

**if** (inorder[i] == root.val) {

inIndex = i;

}

}

root.left = helper(preStart + 1, inStart, inIndex - 1, preorder,

inorder);

root.right = helper(preStart + inIndex - inStart + 1, inIndex + 1,

inEnd, preorder, inorder);

**return** root;

}

}

# [Construct Binary Tree from Inorder and Postorder Traversal](https://leetcode.com/problems/construct-binary-tree-from-inorder-and-postorder-traversal)

Given inorder and postorder traversal of a tree, construct the binary tree.

**Note:**  
You may assume that duplicates do not exist in the tree.

**public** **class** Solution {

**public** TreeNode buildTree(**int**[] inorder, **int**[] postorder) {

**return** helper(postorder.length - 1, 0, inorder.length - 1, inorder,

postorder);

}

**private** TreeNode helper(**int** postend, **int** instart, **int** inend, **int**[] inorder,

**int**[] postorder) {

**if** (postend < 0 || instart > inend)

**return** **null**;

TreeNode root = **new** TreeNode(postorder[postend]);

**int** inindex = 0;

**for** (**int** i = instart; i <= inend; i++) {

**if** (root.val == inorder[i])

inindex = i;

}

root.right = helper(postend - 1, inindex + 1, inend, inorder,

postorder);

root.left = helper(postend + inindex - inend - 1, instart, inindex - 1,

inorder, postorder);

**return** root;

}

}

# [Binary Tree Level Order Traversal II](https://leetcode.com/problems/binary-tree-level-order-traversal-ii)

Given a binary tree, return the *bottom-up level order* traversal of its nodes' values. (ie, from left to right, level by level from leaf to root).

For example:  
Given binary tree [3,9,20,null,null,15,7],

3

/ \

9 20

/ \

15 7

return its bottom-up level order traversal as:

[ [15,7],

[9,20],

[3]]

**public** **class** Solution {

**public** List<List<Integer>> levelOrderBottom(TreeNode root) {

Queue<TreeNode> queue = **new** LinkedList<TreeNode>();

List<List<Integer>> wrapList = **new** LinkedList<List<Integer>>();

**if** (root == **null**)

**return** wrapList;

queue.offer(root);

**while** (!queue.isEmpty()) {

**int** levelNum = queue.size();

List<Integer> subList = **new** LinkedList<Integer>();

**for** (**int** i = 0; i < levelNum; i++) {

**if** (queue.peek().left != **null**)

queue.offer(queue.peek().left);

**if** (queue.peek().right != **null**)

queue.offer(queue.peek().right);

subList.add(queue.poll().val);

}

wrapList.add(0, subList);

}

**return** wrapList;

}

}

# [Convert Sorted Array to Binary Search Tree](https://leetcode.com/problems/convert-sorted-array-to-binary-search-tree)

Given an array where elements are sorted in ascending order, convert it to a height balanced BST.

**public** **class** Solution {

**public** TreeNode sortedArrayToBST(**int**[] nums) {

**if** (nums.length == 0) {

**return** **null**;

}

TreeNode head = *helper*(nums, 0, nums.length - 1);

**return** head;

}

**private** **static** TreeNode helper(**int**[] nums, **int** low, **int** high) {

**if** (low > high) {

**return** **null**;

}

**int** mid = (low + high) / 2;

TreeNode node = **new** TreeNode(nums[mid]);

node.left = *helper*(nums, low, mid - 1);

node.right = *helper*(nums, mid + 1, high);

**return** node;

}

}

# [Convert Sorted List to Binary Search Tree](https://leetcode.com/problems/convert-sorted-list-to-binary-search-tree)

Given a singly linked list where elements are sorted in ascending order, convert it to a height balanced BST.

**public** **class** Solution {

**private** ListNode node;

**public** TreeNode sortedListToBST(ListNode head) {

**if** (head == **null**) {

**return** **null**;

}

**int** size = 0;

ListNode runner = head;

node = head;

**while** (runner != **null**) {

runner = runner.next;

size++;

}

**return** inorderHelper(0, size - 1);

}

**public** TreeNode inorderHelper(**int** start, **int** end) {

**if** (start > end) {

**return** **null**;

}

**int** mid = start + (end - start) / 2;

TreeNode left = inorderHelper(start, mid - 1);

TreeNode treenode = **new** TreeNode(node.val);

treenode.left = left;

node = node.next;

TreeNode right = inorderHelper(mid + 1, end);

treenode.right = right;

**return** treenode;

}

}

# [Balanced Binary Tree](https://leetcode.com/problems/balanced-binary-tree)

Given a binary tree, determine if it is height-balanced.

For this problem, a height-balanced binary tree is defined as a binary tree in which the depth of the two subtrees of *every* node never differ by more than 1.

**public** **class** Solution {

**public** **boolean** isBalanced(TreeNode root) {

**return** height(root)!=-1;

}

**public** **int** height(TreeNode node){

**if**(node==**null**)

**return** 0;

**int** lH=height(node.left);

**if**(lH==-1)

**return** -1;

**int** rH=height(node.right);

**if**(rH==-1)

**return** -1;

**if**(lH-rH<-1 || lH-rH>1)

**return** -1;

**return** Math.*max*(lH,rH)+1;

}

}

# [Minimum Depth of Binary Tree](https://leetcode.com/problems/minimum-depth-of-binary-tree)

Given a binary tree, find its minimum depth.

The minimum depth is the number of nodes along the shortest path from the root node down to the nearest leaf node.

**public** **class** Solution {

**public** **int** minDepth(TreeNode root) {

**if** (root == **null**)

**return** 0;

**int** left = minDepth(root.left);

**int** right = minDepth(root.right);

**return** (left == 0 || right == 0) ? left + right + 1

: Math.*min*(left, right) + 1;

}

}

# [Path Sum](https://leetcode.com/problems/path-sum)

Given a binary tree and a sum, determine if the tree has a root-to-leaf path such that adding up all the values along the path equals the given sum.

For example:  
Given the below binary tree and sum = 22,

5

/ \

4 8

/ / \

11 13 4

/ \ \

7 2 1

return true, as there exist a root-to-leaf path 5->4->11->2 which sum is 22.

**public** **class** Solution {

**public** **boolean** hasPathSum(TreeNode root, **int** sum) {

**return** hasPathSum(root, 0, sum);

}

**private** **boolean** hasPathSum(TreeNode root, **int** curSum, **int** sum) {

**if** (root == **null**) {

**return** **false**;

}

curSum += root.val;

**if** (root.left == **null** && root.right == **null**) {

**if** (curSum == sum) {

**return** **true**;

} **else** {

**return** **false**;

}

}

**return** hasPathSum(root.left, curSum, sum)

|| hasPathSum(root.right, curSum, sum);

}

}

# [Path Sum II](https://leetcode.com/problems/path-sum-ii)

Given a binary tree and a sum, find all root-to-leaf paths where each path's sum equals the given sum.

For example:  
Given the below binary tree and sum = 22,

5

/ \

4 8

/ / \

11 13 4

/ \ / \

7 2 5 1

return

[ [5,4,11,2],

[5,8,4,5]]

**public** **class** Solution {

**public** List<List<Integer>> pathSum(TreeNode root, **int** sum) {

List<List<Integer>> resultList = **new** LinkedList<List<Integer>>();

List<Integer> initList = **new** LinkedList<Integer>();

pathSum(root, resultList, initList, 0, sum);

**return** resultList;

}

**private** **void** pathSum(TreeNode root, List<List<Integer>> resultList,

List<Integer> curList, **int** sum, **int** target) {

**if** (root == **null**) {

**return**;

}

curList.add(root.val);

sum += root.val;

**if** (root.left == **null** && root.right == **null** && sum == target) {

resultList.add(curList);

} **else** {

List<Integer> newList = **new** LinkedList<Integer>();

newList.addAll(curList);

pathSum(root.left, resultList, curList, sum, target);

pathSum(root.right, resultList, newList, sum, target);

}

}

}

# [Flatten Binary Tree to Linked List](https://leetcode.com/problems/flatten-binary-tree-to-linked-list)

Given a binary tree, flatten it to a linked list in-place.

For example,  
Given

1

/ \

2 5

/ \ \

3 4 6

The flattened tree should look like:

1

\

2

\

3

\

4

\

5

\

6

[click to show hints.](https://leetcode.com/problems/flatten-binary-tree-to-linked-list/)

**Hints:**

If you notice carefully in the flattened tree, each node's right child points to the next node of a pre-order traversal.

**public** **class** Solution {

**public** **void** flatten(TreeNode root) {

List<TreeNode> r = **new** ArrayList<TreeNode>();

*preOrderTraverse*(root, r);

TreeNode dummy = **new** TreeNode(0);

TreeNode p = dummy;

**for** (TreeNode n : r) {

dummy.right = n;

dummy = dummy.right;

dummy.left = **null**;

}

root = p.right;

}

**private** **static** **void** preOrderTraverse(TreeNode root, List<TreeNode> r) {

**if** (root == **null**) {

**return**;

}

r.add(root);

*preOrderTraverse*(root.left, r);

*preOrderTraverse*(root.right, r);

}

}

# [Distinct Subsequences](https://leetcode.com/problems/distinct-subsequences)

Given a string **S** and a string **T**, count the number of distinct subsequences of **S** which equals **T**.

A subsequence of a string is a new string which is formed from the original string by deleting some (can be none) of the characters without disturbing the relative positions of the remaining characters. (ie, "ACE" is a subsequence of "ABCDE" while "AEC" is not).

Here is an example:  
**S** = "rabbbit", **T** = "rabbit"

Return 3.

**public** **class** Solution {

**public** **int** numDistinct(String s, String t) {

**int**[][] mem = **new** **int**[t.length() + 1][s.length() + 1];

**for** (**int** j = 0; j <= s.length(); j++)

mem[0][j] = 1;

**for** (**int** i = 0; i < t.length(); i++)

**for** (**int** j = 0; j < s.length(); j++)

**if** (t.charAt(i) == s.charAt(j))

mem[i + 1][j + 1] = mem[i][j] + mem[i + 1][j];

**else**

mem[i + 1][j + 1] = mem[i + 1][j];

**return** mem[t.length()][s.length()];

}

}

# [Populating Next Right Pointers in Each Node](https://leetcode.com/problems/populating-next-right-pointers-in-each-node)

Given a binary tree

struct TreeLinkNode {

TreeLinkNode \*left;

TreeLinkNode \*right;

TreeLinkNode \*next;

}

Populate each next pointer to point to its next right node. If there is no next right node, the next pointer should be set to NULL.

Initially, all next pointers are set to NULL.

**Note:**

* You may only use constant extra space.
* You may assume that it is a perfect binary tree (ie, all leaves are at the same level, and every parent has two children).

For example,  
Given the following perfect binary tree,

1

/ \

2 3

/ \ / \

4 5 6 7

After calling your function, the tree should look like:

1 -> NULL

/ \

2 -> 3 -> NULL

/ \ / \

4->5->6->7 -> NULL

**public** **class** Solution {

**public** **void** connect(TreeLinkNode root) {

**if** (root == **null**)

**return**;

TreeLinkNode pre = root;

TreeLinkNode cur = **null**;

**while** (pre.left != **null**) {

cur = pre;

**while** (cur != **null**) {

cur.left.next = cur.right;

**if** (cur.next != **null**)

cur.right.next = cur.next.left;

cur = cur.next;

}

pre = pre.left;

}

}

}

# [Populating Next Right Pointers in Each Node II](https://leetcode.com/problems/populating-next-right-pointers-in-each-node-ii)

Follow up for problem "*Populating Next Right Pointers in Each Node*".

What if the given tree could be any binary tree? Would your previous solution still work?

**Note:**

* You may only use constant extra space.

For example,  
Given the following binary tree,

1

/ \

2 3

/ \ \

4 5 7

After calling your function, the tree should look like:

1 -> NULL

/ \

2 -> 3 -> NULL

/ \ \

4-> 5 -> 7 -> NULL

**public** **class** Solution {

**public** **void** connect(TreeLinkNode root) {

TreeLinkNode head = **null**; // head of the next level

TreeLinkNode prev = **null**; // the leading node on the next level

TreeLinkNode cur = root; // current node of current level

**while** (cur != **null**) {

**while** (cur != **null**) { // iterate on the current level left child

**if** (cur.left != **null**) {

**if** (prev != **null**) {

prev.next = cur.left;

} **else** {

head = cur.left;

}

prev = cur.left;

}

**if** (cur.right != **null**) {

**if** (prev != **null**) {

prev.next = cur.right;

} **else** {

head = cur.right;

}

prev = cur.right;

}

cur = cur.next;

}

cur = head;

head = **null**;

prev = **null**;

}

}

}

# [Pascal's Triangle](https://leetcode.com/problems/pascals-triangle)

Given *numRows*, generate the first *numRows* of Pascal's triangle.

For example, given *numRows* = 5,  
Return

[

[1],

[1,1],

[1,2,1],

[1,3,3,1],

[1,4,6,4,1]

]

**public** **class** Solution {

**public** List<List<Integer>> generate(**int** numRows) {

List<List<Integer>> allrows = **new** ArrayList<List<Integer>>();

ArrayList<Integer> row = **new** ArrayList<Integer>();

**for** (**int** i = 0; i < numRows; i++) {

row.add(0, 1);

**for** (**int** j = 1; j < row.size() - 1; j++)

row.set(j, row.get(j) + row.get(j + 1));

allrows.add(**new** ArrayList<Integer>(row));

}

**return** allrows;

}

}

# [Pascal's Triangle II](https://leetcode.com/problems/pascals-triangle-ii)

Given an index *k*, return the *k*th row of the Pascal's triangle.

For example, given *k* = 3,  
Return [1,3,3,1].

**Note:**  
Could you optimize your algorithm to use only *O*(*k*) extra space?

**public** **class** Solution {

**public** List<Integer> getRow(**int** rowIndex) {

ArrayList<Integer> row = **new** ArrayList<Integer>();

**for** (**int** i = 0; i < rowIndex + 1; i++) {

row.add(0, 1);

**for** (**int** j = 1; j < row.size() - 1; j++)

row.set(j, row.get(j) + row.get(j + 1));

}

**return** row;

}

}

# [Triangle](https://leetcode.com/problems/triangle)

Given a triangle, find the minimum path sum from top to bottom. Each step you may move to adjacent numbers on the row below.

For example, given the following triangle

[ [2],

[3,4],

[6,5,7],

[4,1,8,3]]

The minimum path sum from top to bottom is 11 (i.e., 2 + 3 + 5 + 1 = 11).

**Note:**  
Bonus point if you are able to do this using only *O*(*n*) extra space, where *n* is the total number of rows in the triangle.

**public** **class** Solution {

**public** **int** minimumTotal(List<List<Integer>> triangle) {

**for** (**int** i = triangle.size() - 2; i >= 0; i--)

**for** (**int** j = 0; j <= i; j++)

triangle.get(i).set(j,

triangle.get(i).get(j)

+ Math.*min*(triangle.get(i + 1).get(j),

triangle.get(i + 1).get(j + 1)));

**return** triangle.get(0).get(0);

}

}

# [Best Time to Buy and Sell Stock](https://leetcode.com/problems/best-time-to-buy-and-sell-stock)

Say you have an array for which the *i*th element is the price of a given stock on day *i*.

If you were only permitted to complete at most one transaction (ie, buy one and sell one share of the stock), design an algorithm to find the maximum profit.

**Example 1:**

Input: [7, 1, 5, 3, 6, 4]

Output: 5

max. difference = 6-1 = 5 (not 7-1 = 6, as selling price needs to be larger than buying price)

**Example 2:**

Input: [7, 6, 4, 3, 1]

Output: 0

In this case, no transaction is done, i.e. max profit = 0.

**public** **class** Solution {

**public** **int** maxProfit(**int**[] prices) {

**int** maxCur = 0, maxSoFar = 0;

**for** (**int** i = 1; i < prices.length; i++) {

maxCur = Math.*max*(0, maxCur += prices[i] - prices[i - 1]);

maxSoFar = Math.*max*(maxCur, maxSoFar);

}

**return** maxSoFar;

}

}

# [Best Time to Buy and Sell Stock II](https://leetcode.com/problems/best-time-to-buy-and-sell-stock-ii)

Say you have an array for which the *i*th element is the price of a given stock on day *i*.

Design an algorithm to find the maximum profit. You may complete as many transactions as you like (ie, buy one and sell one share of the stock multiple times). However, you may not engage in multiple transactions at the same time (ie, you must sell the stock before you buy again).

**public** **class** Solution {

**public** **int** maxProfit(**int**[] prices) {

**int** maxCur = 0, maxSoFar = 0;

**for** (**int** i = 1; i < prices.length; i++) {

maxCur = Math.*max*(0, prices[i] - prices[i - 1]);

maxSoFar += maxCur;

}

**return** maxSoFar;

}

}

# [Best Time to Buy and Sell Stock III](https://leetcode.com/problems/best-time-to-buy-and-sell-stock-iii)

Say you have an array for which the *i*th element is the price of a given stock on day *i*.

Design an algorithm to find the maximum profit. You may complete at most *two* transactions.

**Note:**  
You may not engage in multiple transactions at the same time (ie, you must sell the stock before you buy again).

**public** **class** Solution {

**public** **int** maxProfit(**int**[] prices) {

**int** buy1 = Integer.***MIN\_VALUE***, buy2 = Integer.***MIN\_VALUE***;

**int** sell1 = 0, sell2 = 0;

**for** (**int** i : prices) {

sell2 = Math.*max*(sell2, buy2 + i);

buy2 = Math.*max*(buy2, sell1 - i);

sell1 = Math.*max*(sell1, buy1 + i);

buy1 = Math.*max*(buy1, -i);

}

**return** sell2;

}

}

# [Binary Tree Maximum Path Sum](https://leetcode.com/problems/binary-tree-maximum-path-sum)

Given a binary tree, find the maximum path sum.

For this problem, a path is defined as any sequence of nodes from some starting node to any node in the tree along the parent-child connections. The path must contain **at least one node** and does not need to go through the root.

For example:  
Given the below binary tree,

1

/ \

2 3

Return 6.

**public** **class** Solution {

**int** maxValue;

**public** **int** maxPathSum(TreeNode root) {

maxValue = Integer.***MIN\_VALUE***;

maxPathDown(root);

**return** maxValue;

}

**private** **int** maxPathDown(TreeNode node) {

**if** (node == **null**)

**return** 0;

**int** left = Math.*max*(0, maxPathDown(node.left));

**int** right = Math.*max*(0, maxPathDown(node.right));

maxValue = Math.*max*(maxValue, left + right + node.val);

**return** Math.*max*(left, right) + node.val;

}

}

# [Valid Palindrome](https://leetcode.com/problems/valid-palindrome)

Given a string, determine if it is a palindrome, considering only alphanumeric characters and ignoring cases.

For example,  
"A man, a plan, a canal: Panama" is a palindrome.  
"race a car" is *not* a palindrome.

**Note:**  
Have you consider that the string might be empty? This is a good question to ask during an interview.

For the purpose of this problem, we define empty string as valid palindrome.

**public** **class** Solution {

**public** **boolean** isPalindrome(String s) {

**if** (s.isEmpty()) {

**return** **true**;

}

**int** head = 0, tail = s.length() - 1;

**char** cHead, cTail;

**while** (head < tail) {

cHead = s.charAt(head);

cTail = s.charAt(tail);

**if** (!Character.*isLetterOrDigit*(cHead)) {

head++;

} **else** **if** (!Character.*isLetterOrDigit*(cTail)) {

tail--;

} **else** {

**if** (Character.*toLowerCase*(cHead) != Character

.*toLowerCase*(cTail)) {

**return** **false**;

}

head++;

tail--;

}

}

**return** **true**;

}

}

思路：从两头进行比较，忽略非字母数字的字符。

# [Word Ladder II](https://leetcode.com/problems/word-ladder-ii)

Given two words (*beginWord* and *endWord*), and a dictionary's word list, find all shortest transformation sequence(s) from *beginWord* to *endWord*, such that:

1. Only one letter can be changed at a time
2. Each transformed word must exist in the word list. Note that *beginWord* is *not* a transformed word.

For example,

Given:  
*beginWord* = "hit"  
*endWord* = "cog"  
*wordList* = ["hot","dot","dog","lot","log","cog"]

Return

[ ["hit","hot","dot","dog","cog"],

["hit","hot","lot","log","cog"]]

**Note:**

* Return an empty list if there is no such transformation sequence.
* All words have the same length.
* All words contain only lowercase alphabetic characters.
* You may assume no duplicates in the word list.
* You may assume *beginWord* and *endWord* are non-empty and are not the same.

**public** **class** Solution {

**public** List<List<String>> findLadders(String beginWord, String endWord,

List<String> wordList) {

Set<String> start = **new** HashSet<>();

Set<String> end = **new** HashSet<>();

Set<String> dict = **new** HashSet<>();

start.add(beginWord);

end.add(endWord);

dict.addAll(wordList);

HashMap<String, List<String>> map = **new** HashMap<>();

List<List<String>> res = **new** ArrayList<>();

**if** (!dict.contains(endWord)) {

**return** res;

}

buildMap(start, end, **false**, dict, map);

List<String> path = **new** ArrayList<>();

path.add(beginWord);

genPath(beginWord, endWord, res, map, path);

**return** res;

}

**private** **void** genPath(String start, String end, List<List<String>> ans,

HashMap<String, List<String>> map, List<String> temp) {

**if** (start.equals(end)) {

ans.add(**new** ArrayList<>(temp));

**return**;

}

**if** (!map.containsKey(start))

**return**;

**for** (String s : map.get(start)) {

temp.add(s);

genPath(s, end, ans, map, temp);

temp.remove(temp.size() - 1);

}

}

**private** **void** buildMap(Set<String> start, Set<String> end,

**boolean** reverse, Set<String> dict,

HashMap<String, List<String>> map) {

**if** (start.size() == 0)

**return**;

**if** (start.size() > end.size()) {

buildMap(end, start, !reverse, dict, map);

**return**;

}

dict.removeAll(start);

**boolean** finished = **false**;

HashSet<String> next = **new** HashSet<>();

**for** (String word : start) {

**char**[] arr = word.toCharArray();

**for** (**int** i = 0; i < arr.length; i++) {

**char** old = arr[i];

**for** (**char** c = 'a'; c <= 'z'; c++) {

**if** (c == old)

**continue**;

arr[i] = c;

String newString = **new** String(arr);

**if** (dict.contains(newString)) {

**if** (end.contains(newString))

finished = **true**;

**else**

next.add(newString);

String parent = reverse ? newString : word;

String child = reverse ? word : newString;

List<String> neighbor = map.getOrDefault(parent,

**new** ArrayList<String>());

neighbor.add(child);

map.put(parent, neighbor);

}

}

arr[i] = old;

}

}

**if** (!finished)

buildMap(next, end, reverse, dict, map);

}

}

# [Word Ladder](https://leetcode.com/problems/word-ladder)

Given two words (*beginWord* and *endWord*), and a dictionary's word list, find the length of shortest transformation sequence from *beginWord* to *endWord*, such that:

1. Only one letter can be changed at a time.
2. Each transformed word must exist in the word list. Note that *beginWord* is *not* a transformed word.

For example,

Given:  
*beginWord* = "hit"  
*endWord* = "cog"  
*wordList* = ["hot","dot","dog","lot","log","cog"]

As one shortest transformation is "hit" -> "hot" -> "dot" -> "dog" -> "cog",  
return its length 5.

**Note:**

* Return 0 if there is no such transformation sequence.
* All words have the same length.
* All words contain only lowercase alphabetic characters.
* You may assume no duplicates in the word list.
* You may assume *beginWord* and *endWord* are non-empty and are not the same.

**public** **class** Solution {

**public** **int** ladderLength(String beginWord, String endWord,

List<String> wordList) {

**if** (!wordList.contains(endWord))

**return** 0;

Set<String> startSet = **new** HashSet<String>(),

endSet = **new** HashSet<String>(), dictSet = **new** HashSet<String>();

startSet.add(beginWord);

endSet.add(endWord);

**int** len = 1;

**for** (String temp : wordList) {

dictSet.add(temp);

}

**while** (!startSet.isEmpty() && !endSet.isEmpty()) {

**if** (startSet.size() > endSet.size()) {

Set<String> tmpSet = startSet;

startSet = endSet;

endSet = tmpSet;

}

Set<String> tmp = **new** HashSet<String>();

**for** (String word : startSet) {

**char**[] charArr = word.toCharArray();

**for** (**int** i = 0; i < word.length(); i++) {

**for** (**char** c = 'a'; c <= 'z'; c++) {

**char** replace = charArr[i];

charArr[i] = c;

String s = **new** String(charArr);

**if** (endSet.contains(s))

**return** len + 1;

**if** (dictSet.contains(s)) {

tmp.add(s);

dictSet.remove(s);

}

charArr[i] = replace;// change it back

}

}

}

startSet = tmp;

len++;

}

**return** 0;

}

}

# [Longest Consecutive Sequence](https://leetcode.com/problems/longest-consecutive-sequence)

Given an unsorted array of integers, find the length of the longest consecutive elements sequence.

For example,  
Given [100, 4, 200, 1, 3, 2],  
The longest consecutive elements sequence is [1, 2, 3, 4]. Return its length: 4.

Your algorithm should run in O(*n*) complexity.

**public** **class** Solution {

**public** **int** longestConsecutive(**int**[] num) {

**int** res = 0;

HashMap<Integer, Integer> map = **new** HashMap<Integer, Integer>();

**for** (**int** n : num) {

**if** (!map.containsKey(n)) {

**int** left = (map.containsKey(n - 1)) ? map.get(n - 1) : 0;

**int** right = (map.containsKey(n + 1)) ? map.get(n + 1) : 0;

**int** sum = left + right + 1;

map.put(n, sum);

res = Math.*max*(res, sum);

map.put(n - left, sum);

map.put(n + right, sum);

} **else** {

**continue**;

}

}

**return** res;

}

}

# [Sum Root to Leaf Numbers](https://leetcode.com/problems/sum-root-to-leaf-numbers)

Given a binary tree containing digits from 0-9 only, each root-to-leaf path could represent a number.

An example is the root-to-leaf path 1->2->3 which represents the number 123.

Find the total sum of all root-to-leaf numbers.

For example,

1

/ \

2 3

The root-to-leaf path 1->2 represents the number 12.  
The root-to-leaf path 1->3 represents the number 13.

Return the sum = 12 + 13 = 25.

**public** **class** Solution {

**public** **int** sumNumbers(TreeNode root) {

**return** sum(root, 0);

}

**public** **int** sum(TreeNode n, **int** s) {

**if** (n == **null**)

**return** 0;

**if** (n.right == **null** && n.left == **null**)

**return** s \* 10 + n.val;

**return** sum(n.left, s \* 10 + n.val) + sum(n.right, s \* 10 + n.val);

}

}

# [Surrounded Regions](https://leetcode.com/problems/surrounded-regions)

Given a 2D board containing 'X' and 'O' (the **letter** O), capture all regions surrounded by 'X'.

A region is captured by flipping all 'O's into 'X's in that surrounded region.

For example,

X X X X

X O O X

X X O X

X O X X

After running your function, the board should be:

X X X X

X X X X

X X X X

X O X X

**public** **class** Solution {

**public** **void** solve(**char**[][] board) {

**if** (board.length < 2 || board[0].length < 2)

**return**;

**int** m = board.length, n = board[0].length;

**for** (**int** i = 0; i < m; i++) {

**if** (board[i][0] == 'O')

boundaryDFS(board, i, 0);

**if** (board[i][n - 1] == 'O')

boundaryDFS(board, i, n - 1);

}

**for** (**int** j = 0; j < n; j++) {

**if** (board[0][j] == 'O')

boundaryDFS(board, 0, j);

**if** (board[m - 1][j] == 'O')

boundaryDFS(board, m - 1, j);

}

**for** (**int** i = 0; i < m; i++) {

**for** (**int** j = 0; j < n; j++) {

**if** (board[i][j] == 'O')

board[i][j] = 'X';

**else** **if** (board[i][j] == '\*')

board[i][j] = 'O';

}

}

}

**private** **void** boundaryDFS(**char**[][] board, **int** i, **int** j) {

**if** (i < 0 || i > board.length - 1 || j < 0 || j > board[0].length - 1)

**return**;

**if** (board[i][j] == 'O')

board[i][j] = '\*';

**if** (i > 1 && board[i - 1][j] == 'O')

boundaryDFS(board, i - 1, j);

**if** (i < board.length - 2 && board[i + 1][j] == 'O')

boundaryDFS(board, i + 1, j);

**if** (j > 1 && board[i][j - 1] == 'O')

boundaryDFS(board, i, j - 1);

**if** (j < board[i].length - 2 && board[i][j + 1] == 'O')

boundaryDFS(board, i, j + 1);

}

}

# [Palindrome Partitioning](https://leetcode.com/problems/palindrome-partitioning)

Given a string *s*, partition *s* such that every substring of the partition is a palindrome.

Return all possible palindrome partitioning of *s*.

For example, given *s* = "aab",  
Return

[ ["aa","b"],

["a","a","b"]]

**public** **class** Solution {

List<List<String>> resultLst;

ArrayList<String> currLst;

**public** List<List<String>> partition(String s) {

resultLst = **new** ArrayList<List<String>>();

currLst = **new** ArrayList<String>();

backTrack(s, 0);

**return** resultLst;

}

**public** **void** backTrack(String s, **int** l) {

**if** (currLst.size() > 0

&& l >= s.length()) {

List<String> r = (ArrayList<String>) currLst.clone();

resultLst.add(r);

}

**for** (**int** i = l; i < s.length(); i++) {

**if** (isPalindrome(s, l, i)) {

**if** (l == i)

currLst.add(Character.*toString*(s.charAt(i)));

**else**

currLst.add(s.substring(l, i + 1));

backTrack(s, i + 1);

currLst.remove(currLst.size() - 1);

}

}

}

**public** **boolean** isPalindrome(String str, **int** l, **int** r) {

**if** (l == r)

**return** **true**;

**while** (l < r) {

**if** (str.charAt(l) != str.charAt(r))

**return** **false**;

l++;

r--;

}

**return** **true**;

}

}

# [Palindrome Partitioning II](https://leetcode.com/problems/palindrome-partitioning-ii)

Given a string *s*, partition *s* such that every substring of the partition is a palindrome.

Return the minimum cuts needed for a palindrome partitioning of *s*.

For example, given *s* = "aab",  
Return 1 since the palindrome partitioning ["aa","b"] could be produced using 1 cut.

**public** **class** Solution {

**public** **int** minCut(String s) {

**char**[] c = s.toCharArray();

**int** n = c.length;

**int**[] cut = **new** **int**[n];

**boolean**[][] pal = **new** **boolean**[n][n];

**for**(**int** i = 0; i < n; i++) {

**int** min = i;

**for**(**int** j = 0; j <= i; j++) {

**if**(c[j] == c[i] && (i - j < 2 || pal[j + 1][i - 1])) {

pal[j][i] = **true**;

min = j == 0 ? 0 : Math.*min*(min, cut[j - 1] + 1);

}

}

cut[i] = min;

}

**return** cut[n - 1];

}

}

**public** **class** Solution {

**public** **int** minCut(String s) {

**int** n = s.length();

**int**[] cut = **new** **int**[n + 1];

**for** (**int** i = 0; i <= n; i++)

cut[i] = i - 1;

**for** (**int** i = 0; i < n; i++) {

**for** (**int** j = 0; i - j >= 0 && i + j < n

&& s.charAt(i - j) == s.charAt(i + j); j++) // odd

cut[i + j + 1] = Math.*min*(cut[i + j + 1], 1 + cut[i - j]);

**for** (**int** j = 1; i - j + 1 >= 0 && i + j < n

&& s.charAt(i - j + 1) == s.charAt(i + j); j++) // even

cut[i + j + 1] = Math.*min*(cut[i + j + 1], 1 + cut[i - j + 1]);

}

**return** cut[n];

}

}

# [Clone Graph](https://leetcode.com/problems/clone-graph)

Clone an undirected graph. Each node in the graph contains a label and a list of its neighbors.  
**OJ's undirected graph serialization:**

Nodes are labeled uniquely.

We use # as a separator for each node, and , as a separator for node label and each neighbor of the node.

As an example, consider the serialized graph {0,1,2#1,2#2,2}.

The graph has a total of three nodes, and therefore contains three parts as separated by #.

1. First node is labeled as 0. Connect node 0 to both nodes 1 and 2.
2. Second node is labeled as 1. Connect node 1 to node 2.
3. Third node is labeled as 2. Connect node 2 to node 2 (itself), thus forming a self-cycle.

Visually, the graph looks like the following:

1

/ \

/ \

0 --- 2

/ \

\\_/

**public** **class** Solution {

**public** UndirectedGraphNode cloneGraph(UndirectedGraphNode node) {

**if** (node == **null**)

**return** **null**;

UndirectedGraphNode newNode = **new** UndirectedGraphNode(node.label);

HashMap<Integer, UndirectedGraphNode> map = **new** HashMap<>();

map.put(newNode.label, newNode);

LinkedList<UndirectedGraphNode> queue = **new** LinkedList<>();

queue.add(node);

**while** (!queue.isEmpty()) {

UndirectedGraphNode n = queue.pop();

**for** (UndirectedGraphNode neighbor : n.neighbors) {

**if** (!map.containsKey(neighbor.label)) {

map.put(neighbor.label,

**new** UndirectedGraphNode(neighbor.label));

queue.add(neighbor);

}

map.get(n.label).neighbors.add(map.get(neighbor.label));

}

}

**return** newNode;

}

}

# [Gas Station](https://leetcode.com/problems/gas-station)

There are *N* gas stations along a circular route, where the amount of gas at station *i* is gas[i].

You have a car with an unlimited gas tank and it costs cost[i] of gas to travel from station *i* to its next station (*i*+1). You begin the journey with an empty tank at one of the gas stations.

Return the starting gas station's index if you can travel around the circuit once, otherwise return -1.

**Note:**  
The solution is guaranteed to be unique.

**public** **class** Solution {

**public** **int** canCompleteCircuit(**int**[] gas, **int**[] cost) {

**int** start = gas.length, end = 0, sum = 0;

**do**

sum += sum > 0 ? gas[end] - cost[end++]

: gas[--start] - cost[start];

**while** (start != end);

**return** sum >= 0 ? start : -1;

}

}

# [Candy](https://leetcode.com/problems/candy)

There are *N* children standing in a line. Each child is assigned a rating value.

You are giving candies to these children subjected to the following requirements:

* Each child must have at least one candy.
* Children with a higher rating get more candies than their neighbors.

What is the minimum candies you must give?

**public** **class** Solution {

**public** **int** candy(**int**[] ratings) {

**int** len = ratings.length;

**int**[] candy = **new** **int**[len];

candy[0] = 1;

**for** (**int** i = 1; i < len; ++i) {

**if** (ratings[i] > ratings[i - 1]) {

candy[i] = candy[i - 1] + 1;

} **else** {

candy[i] = 1;

}

}

**int** total = candy[len - 1];

**for** (**int** i = len - 2; i >= 0; --i) {

**if** (ratings[i] > ratings[i + 1] && candy[i] <= candy[i + 1]) {

candy[i] = candy[i + 1] + 1;

}

total += candy[i];

}

**return** total;

}

}

# [Single Number](https://leetcode.com/problems/single-number)

Given an array of integers, every element appears *twice* except for one. Find that single one.

**Note:**  
Your algorithm should have a linear runtime complexity. Could you implement it without using extra memory?

**public** **class** Solution {

**public** **int** singleNumber(**int**[] nums) {

**int** result = 0;

**for**(**int** num:nums) {

result ^= num;

}

**return** result;

}

}

# [Single Number II](https://leetcode.com/problems/single-number-ii)

Given an array of integers, every element appears *three* times except for one, which appears exactly once. Find that single one.

**Note:**  
Your algorithm should have a linear runtime complexity. Could you implement it without using extra memory?

**public** **class** Solution {

**public** **int** singleNumber(**int**[] nums) {

**int** ones = 0, twos = 0;

**for** (**int** num : nums) {

ones = (ones ^ num) & ~twos;

twos = (twos ^ num) & ~ones;

}

**return** ones;

}

}

# [Copy List with Random Pointer](https://leetcode.com/problems/copy-list-with-random-pointer)

A linked list is given such that each node contains an additional random pointer which could point to any node in the list or null.

Return a deep copy of the list.

**public** **class** Solution {

**public** RandomListNode copyRandomList(RandomListNode head) {

**if** (head == **null**)

**return** **null**;

Map<RandomListNode, RandomListNode> map = **new** HashMap<RandomListNode, RandomListNode>();

RandomListNode node = head;

**while** (node != **null**) {

map.put(node, **new** RandomListNode(node.label));

node = node.next;

}

node = head;

**while** (node != **null**) {

map.get(node).next = map.get(node.next);

map.get(node).random = map.get(node.random);

node = node.next;

}

**return** map.get(head);

}

}

# [Word Break](https://leetcode.com/problems/word-break)

Given a **non-empty** string *s* and a dictionary *wordDict* containing a list of **non-empty** words, determine if *s* can be segmented into a space-separated sequence of one or more dictionary words. You may assume the dictionary does not contain duplicate words.

For example, given  
*s* = "leetcode",  
*dict* = ["leet", "code"].

Return true because "leetcode" can be segmented as "leet code".

**public** **class** Solution {

**public** **boolean** wordBreak(String s, List<String> wordDict) {

**boolean**[] f = **new** **boolean**[s.length() + 1];

f[0] = **true**;

**for** (**int** i = 1; i <= s.length(); i++) {

**for** (**int** j = 0; j < i; j++) {

**if** (f[j] && wordDict.contains(s.substring(j, i))) {

f[i] = **true**;

**break**;

}

}

}

**return** f[s.length()];

}

}

# [Word Break II](https://leetcode.com/problems/word-break-ii)

Given a **non-empty** string *s* and a dictionary *wordDict* containing a list of **non-empty** words, add spaces in *s* to construct a sentence where each word is a valid dictionary word. You may assume the dictionary does not contain duplicate words.

Return all such possible sentences.

For example, given  
*s* = "catsanddog",  
*dict* = ["cat", "cats", "and", "sand", "dog"].

A solution is ["cats and dog", "cat sand dog"].

**public** **class** Solution {

**public** List<String> wordBreak(String s, List<String> wordDict) {

**return** DFS(s, wordDict, **new** HashMap<String, LinkedList<String>>());

}

List<String> DFS(String s, List<String> wordDict,

HashMap<String, LinkedList<String>> map) {

**if** (map.containsKey(s))

**return** map.get(s);

LinkedList<String> res = **new** LinkedList<String>();

**if** (s.length() == 0) {

res.add("");

**return** res;

}

**for** (String word : wordDict) {//根据输入特点，也可以遍历句子

**if** (s.startsWith(word)) {

List<String> sublist = DFS(s.substring(word.length()), wordDict,

map);

**for** (String sub : sublist)

res.add(word + (sub.isEmpty() ? "" : " ") + sub);

}

}

map.put(s, res);

**return** res;

}

}

思路：对于词典大，句子小及句子大词典小应有不同处理（略）。这里仅针对整体复杂度。备忘录方法降维，O（n^3）。

# [Linked List Cycle](https://leetcode.com/problems/linked-list-cycle)

Given a linked list, determine if it has a cycle in it.

Follow up:  
Can you solve it without using extra space?

**public** **class** Solution {

**public** **boolean** hasCycle(ListNode head) {

**if** (head == **null**)

**return** **false**;

ListNode walker = head;

ListNode runner = head;

**while** (runner.next != **null** && runner.next.next != **null**) {

walker = walker.next;

runner = runner.next.next;

**if** (walker == runner)

**return** **true**;

}

**return** **false**;

}

}

# [Linked List Cycle II](https://leetcode.com/problems/linked-list-cycle-ii)

Given a linked list, return the node where the cycle begins. If there is no cycle, return null.

**Note:** Do not modify the linked list.

**Follow up**:  
Can you solve it without using extra space?

**public** **class** Solution {

**public** ListNode detectCycle(ListNode head) {

**if** (head == **null** || head.next == **null**)

**return** **null**;

ListNode pointer1, pointer2, pointer3;

pointer1 = pointer2 = pointer3 = head;

Boolean inited = **false**;

**for** (; pointer2 != **null**;) {

pointer1 = pointer1.next;

pointer2 = pointer2.next;

**if** (pointer2 == **null**)

**return** **null**;

**else**

pointer2 = pointer2.next;

**if** (pointer1 == pointer2 && inited)

**break**;

**if** (!inited)

inited = **true**;

}

**if** (pointer2 == **null**)

**return** **null**;

**while** (pointer1 != pointer3) {

pointer1 = pointer1.next;

pointer3 = pointer3.next;

}

**return** pointer1;

}

}

# [Reorder List](https://leetcode.com/problems/reorder-list)

Given a singly linked list *L*: *L*0?*L*1?…?*Ln*-1?*L*n,  
reorder it to: *L*0?*Ln*?*L*1?*Ln*-1?*L*2?*Ln*-2?…

You must do this in-place without altering the nodes' values.

For example,  
Given {1,2,3,4}, reorder it to {1,4,2,3}.

**public** **class** Solution {

**public** **void** reorderList(ListNode head) {

**if** (head == **null** || head.next == **null**)

**return**;

ListNode p1 = head;

ListNode p2 = head;

**while** (p2.next != **null** && p2.next.next != **null**) {

p1 = p1.next;

p2 = p2.next.next;

}

ListNode preMiddle = p1;

ListNode preCurrent = p1.next;

**while** (preCurrent.next != **null**) {

ListNode current = preCurrent.next;

preCurrent.next = current.next;

current.next = preMiddle.next;

preMiddle.next = current;

}

p1 = head;

p2 = preMiddle.next;

**while** (p1 != preMiddle) {

preMiddle.next = p2.next;

p2.next = p1.next;

p1.next = p2;

p1 = p2.next;

p2 = preMiddle.next;

}

}

}

# [Binary Tree Preorder Traversal](https://leetcode.com/problems/binary-tree-preorder-traversal)

Given a binary tree, return the *preorder* traversal of its nodes' values.

For example:  
Given binary tree {1,#,2,3},

1

\

2

/

3

return [1,2,3].

**Note:** Recursive solution is trivial, could you do it iteratively?

**public** **class** Solution {

**public** List<Integer> preorderTraversal(TreeNode root) {

Stack<TreeNode> stack = **new** Stack<>();

List<Integer> traversal = **new** ArrayList<>();

**if** (root != **null**) {

stack.push(root);

**while** (!stack.isEmpty()) {

TreeNode curr = stack.pop();

traversal.add(curr.val);

**if** (curr.right != **null**) {

stack.push(curr.right);

}

**if** (curr.left != **null**) {

stack.push(curr.left);

}

}

}

**return** traversal;

}

}

# [Binary Tree Postorder Traversal](https://leetcode.com/problems/binary-tree-postorder-traversal)

Given a binary tree, return the *postorder* traversal of its nodes' values.

For example:  
Given binary tree {1,#,2,3},

1

\

2

/

3

return [3,2,1].

**Note:** Recursive solution is trivial, could you do it iteratively?

**public** **class** Solution {

**public** List<Integer> postorderTraversal(TreeNode root) {

LinkedList<Integer> ans = **new** LinkedList<>();

Stack<TreeNode> stack = **new** Stack<>();

**if** (root == **null**)

**return** ans;

stack.push(root);

**while** (!stack.isEmpty()) {

TreeNode cur = stack.pop();

ans.addFirst(cur.val);

**if** (cur.left != **null**) {

stack.push(cur.left);

}

**if** (cur.right != **null**) {

stack.push(cur.right);

}

}

**return** ans;

}

}

# [LRU Cache](https://leetcode.com/problems/lru-cache)

Design and implement a data structure for [Least Recently Used (LRU) cache](https://en.wikipedia.org/wiki/Cache_replacement_policies#LRU). It should support the following operations: get and put.

get(key) - Get the value (will always be positive) of the key if the key exists in the cache, otherwise return -1.  
put(key, value) - Set or insert the value if the key is not already present. When the cache reached its capacity, it should invalidate the least recently used item before inserting a new item.

**Follow up:**  
Could you do both operations in **O(1)** time complexity?

**Example:**

LRUCache cache = new LRUCache( 2 /\* capacity \*/ );

cache.put(1, 1);

cache.put(2, 2);

cache.get(1); // returns 1

cache.put(3, 3); // evicts key 2

cache.get(2); // returns -1 (not found)

cache.put(4, 4); // evicts key 1

cache.get(1); // returns -1 (not found)

cache.get(3); // returns 3

cache.get(4); // returns 4

**public** **class** LRUCache {

**private** LinkedHashMap<Integer, Integer> map;

**private** **final** **int** CAPACITY;

**public** LRUCache(**int** capacity) {

CAPACITY = capacity;

map = **new** LinkedHashMap<Integer, Integer>(capacity, 0.75f, **true**) {

@Override

**protected** **boolean** removeEldestEntry(Map.Entry eldest) {

**return** size() > CAPACITY;

}

};

}

**public** **int** get(**int** key) {

**return** map.getOrDefault(key, -1);

}

**public** **void** put(**int** key, **int** value) {

map.put(key, value);

}

}

# [Insertion Sort List](https://leetcode.com/problems/insertion-sort-list)

Sort a linked list using insertion sort.

**public** **class** Solution {

**public** ListNode insertionSortList(ListNode head) {

**if**( head == **null** ){

**return** head;

}

ListNode helper = **new** ListNode(0);

ListNode cur = head;

ListNode pre = helper;

ListNode next = **null**;

**while**( cur != **null** ){

next = cur.next;

**while**( pre.next != **null** && pre.next.val < cur.val ){

pre = pre.next;

}

cur.next = pre.next;

pre.next = cur;

pre = helper;

cur = next;

}

**return** helper.next;

}

}

# [Sort List](https://leetcode.com/problems/sort-list)

Sort a linked list in *O*(*n* log *n*) time using constant space complexity.

**public** **class** Solution {

**public** ListNode sortList(ListNode head) {

**if** (head == **null** || head.next == **null**)

**return** head;

ListNode prev = **null**, slow = head, fast = head;

**while** (fast != **null** && fast.next != **null**) {

prev = slow;

slow = slow.next;

fast = fast.next.next;

}

prev.next = **null**;

ListNode l1 = sortList(head);

ListNode l2 = sortList(slow);

**return** merge(l1, l2);

}

ListNode merge(ListNode l1, ListNode l2) {

ListNode l = **new** ListNode(0), p = l;

**while** (l1 != **null** && l2 != **null**) {

**if** (l1.val < l2.val) {

p.next = l1;

l1 = l1.next;

} **else** {

p.next = l2;

l2 = l2.next;

}

p = p.next;

}

**if** (l1 != **null**)

p.next = l1;

**if** (l2 != **null**)

p.next = l2;

**return** l.next;

}

}

# [Max Points on a Line](https://leetcode.com/problems/max-points-on-a-line)

Given *n* points on a 2D plane, find the maximum number of points that lie on the same straight line.

**public** **class** Solution {

**private** **int** gcd(**int** a, **int** b) {

**if** (a == 0)

**return** b;

**return** gcd(b % a, a);

}

**public** **int** maxPoints(Point[] points) {

**if** (points.length <= 0)

**return** 0;

**if** (points.length <= 2)

**return** points.length;

**int** result = 0;

**for** (**int** i = 0; i < points.length; i++) {

Map<String, Integer> hm = **new** HashMap<>();

**int** samex = 1;

**int** samey = 1;

**int** samep = 0;

**boolean** sameSome = **false**;

**for** (**int** j = 0; j < points.length; j++) {

**if** (j != i) {

**if** ((points[j].x == points[i].x)

&& (points[j].y == points[i].y))

samep++;

**if** (points[j].x == points[i].x) {

samex++;

sameSome = **true**;

}

**if** (points[j].y == points[i].y) {

samey++;

sameSome = **true**;

}

**if**(sameSome) {

sameSome = **false**;

**continue**;

}

**int** numerator = points[j].y - points[i].y;

**int** denaminator = points[j].x - points[i].x;

**int** gcd = gcd(numerator, denaminator);

String hashStr = (numerator / gcd) + "\_"

+ (denaminator / gcd);

hm.put(hashStr, hm.getOrDefault(hashStr, 1) + 1);

result = Math.*max*(result, hm.get(hashStr) + samep);

}

}

result = Math.*max*(result, Math.*max*(samex, samey));

}

**return** result;

}

}

# [Evaluate Reverse Polish Notation](https://leetcode.com/problems/evaluate-reverse-polish-notation)

Evaluate the value of an arithmetic expression in [Reverse Polish Notation](http://en.wikipedia.org/wiki/Reverse_Polish_notation).

Valid operators are +, -, \*, /. Each operand may be an integer or another expression.

Some examples:

["2", "1", "+", "3", "\*"] -> ((2 + 1) \* 3) -> 9

["4", "13", "5", "/", "+"] -> (4 + (13 / 5)) -> 6

**public** **class** Solution {

**public** **int** evalRPN(String[] tokens) {

**int** a, b;

Stack<Integer> S = **new** Stack<Integer>();

**for** (String s : tokens) {

**if** (s.equals("+")) {

S.add(S.pop() + S.pop());

} **else** **if** (s.equals("/")) {

b = S.pop();

a = S.pop();

S.add(a / b);

} **else** **if** (s.equals("\*")) {

S.add(S.pop() \* S.pop());

} **else** **if** (s.equals("-")) {

b = S.pop();

a = S.pop();

S.add(a - b);

} **else** {

S.add(Integer.*parseInt*(s));

}

}

**return** S.pop();

}

}

# [Reverse Words in a String](https://leetcode.com/problems/reverse-words-in-a-string)

Given an input string, reverse the string word by word.

For example,  
Given s = "the sky is blue",  
return "blue is sky the".

**Update (2015-02-12):**  
For C programmers: Try to solve it *in-place* in *O*(1) space.

[click to show clarification.](https://leetcode.com/problems/reverse-words-in-a-string/)

**Clarification:**

* What constitutes a word?  
  A sequence of non-space characters constitutes a word.
* Could the input string contain leading or trailing spaces?  
  Yes. However, your reversed string should not contain leading or trailing spaces.
* How about multiple spaces between two words?  
  Reduce them to a single space in the reversed string.

**public** **class** Solution {

**public** String reverseWords(String s) {

String[] strs = s.split(" ");

StringBuilder sb = **new** StringBuilder();

**for** (**int** i = strs.length - 1; i >= 0; --i) {

**if** (strs[i].length() > 0) {

sb.append(strs[i]);

sb.append(" ");

}

}

**return** sb.toString().trim();

}

}

**public** **class** Solution {

**public** String reverseWords(String s) {

**if** (s == **null**)

**return** **null**;

**char**[] a = s.toCharArray();

**int** n = a.length;

reverse(a, 0, n - 1);

reverseWords(a, n);

**return** cleanSpaces(a, n);

}

**void** reverseWords(**char**[] a, **int** n) {

**int** i = 0, j = 0;

**while** (i < n) {

**while** (i < j || i < n && a[i] == ' ')

i++; // skip spaces

**while** (j < i || j < n && a[j] != ' ')

j++; // skip non spaces

reverse(a, i, j - 1); // reverse the word

}

}

String cleanSpaces(**char**[] a, **int** n) {

**int** i = 0, j = 0;

**while** (j < n) {

**while** (j < n && a[j] == ' ')

j++; // skip spaces

**while** (j < n && a[j] != ' ')

a[i++] = a[j++]; // keep non spaces

**while** (j < n && a[j] == ' ')

j++; // skip spaces

**if** (j < n)

a[i++] = ' '; // keep only one space

}

**return** **new** String(a).substring(0, i);

}

**private** **void** reverse(**char**[] a, **int** i, **int** j) {

**while** (i < j) {

**char** t = a[i];

a[i++] = a[j];

a[j--] = t;

}

}

}

# [Maximum Product Subarray](https://leetcode.com/problems/maximum-product-subarray)

Find the contiguous subarray within an array (containing at least one number) which has the largest product.

For example, given the array [2,3,-2,4],  
the contiguous subarray [2,3] has the largest product = 6.

**public** **class** Solution {

**public** **int** maxProduct(**int**[] nums) {

**int** maxProduct = nums[0], tmp = 0;

**for** (**int** i = 1, max = maxProduct, min = maxProduct; i < nums.length; i++) {

**if** (nums[i] < 0) {

tmp = min;

min = max;

max = tmp;

}

max = Math.*max*(nums[i], max \* nums[i]);

min = Math.*min*(nums[i], min \* nums[i]);

maxProduct = Math.*max*(maxProduct, max);

}

**return** maxProduct;

}

}

# [Find Minimum in Rotated Sorted Array](https://leetcode.com/problems/find-minimum-in-rotated-sorted-array)

Suppose an array sorted in ascending order is rotated at some pivot unknown to you beforehand.

(i.e., 0 1 2 4 5 6 7 might become 4 5 6 7 0 1 2).

Find the minimum element.

You may assume no duplicate exists in the array.

**public** **class** Solution {

**public** **int** findMin(**int**[] nums) {

**if** (nums == **null** || nums.length == 0) {

**return** 0;

}

**if** (nums.length == 1) {

**return** nums[0];

}

**int** start = 0, end = nums.length - 1;

**while** (start < end) {

**int** mid = (start + end) / 2;

**if** (mid > 0 && nums[mid] < nums[mid - 1]) {

**return** nums[mid];

}

**if** (nums[start] <= nums[mid] && nums[mid] > nums[end]) {

start = mid + 1;

} **else** {

end = mid - 1;

}

}

**return** nums[start];

}

}

# [Find Minimum in Rotated Sorted Array II](https://leetcode.com/problems/find-minimum-in-rotated-sorted-array-ii)

*Follow up* for "Find Minimum in Rotated Sorted Array":  
What if *duplicates* are allowed?

Would this affect the run-time complexity? How and why?

Suppose an array sorted in ascending order is rotated at some pivot unknown to you beforehand.

(i.e., 0 1 2 4 5 6 7 might become 4 5 6 7 0 1 2).

Find the minimum element.

The array may contain duplicates.

**public** **class** Solution {

**public** **int** findMin(**int**[] nums) {

**int** l = 0, r = nums.length - 1;

**while** (l < r) {

**int** mid = (l + r) / 2;

**if** (nums[mid] < nums[r]) {

r = mid;

} **else** **if** (nums[mid] > nums[r]) {

l = mid + 1;

} **else** {

r--;

}

}

**return** nums[l];

}

}

# [Min Stack](https://leetcode.com/problems/min-stack)

Design a stack that supports push, pop, top, and retrieving the minimum element in constant time.

* push(x) -- Push element x onto stack.
* pop() -- Removes the element on top of the stack.
* top() -- Get the top element.
* getMin() -- Retrieve the minimum element in the stack.

**Example:**

MinStack minStack = new MinStack();

minStack.push(-2);

minStack.push(0);

minStack.push(-3);

minStack.getMin(); --> Returns -3.

minStack.pop();

minStack.top(); --> Returns 0.

minStack.getMin(); --> Returns -2.

**public** **class** MinStack {

Stack<Integer> stack = **new** Stack<Integer>();

Stack<Integer> minStack = **new** Stack<Integer>();

**public** **void** push(**int** x) {

stack.push(x);

**if** (minStack.isEmpty())

minStack.push(x);

**else**

**if** (minStack.peek() > x)

minStack.push(x);

**else**

minStack.push(minStack.peek());

}

**public** **void** pop() {

**if** (!stack.isEmpty()) {

stack.pop();

minStack.pop();

}

}

**public** **int** top() {

**return** stack.peek();

}

**public** **int** getMin() {

**return** minStack.peek();

}

}

# [Binary Tree Upside Down](https://leetcode.com/problems/binary-tree-upside-down)

Given a binary tree where all the right nodes are either leaf nodes with a sibling (a left node that shares the same parent node) or empty, flip it upside down and turn it into a tree where the original right nodes turned into left leaf nodes. Return the new root.

For example:  
Given a binary tree {1,2,3,4,5},

1

/ \

2 3

/ \

4 5

return the root of the binary tree [4,5,2,#,#,3,1].

4

/ \

5 2

/ \

3 1

confused what "{1,#,2,3}" means? [> read more on how binary tree is serialized on OJ.](https://leetcode.com/problems/binary-tree-upside-down/tabs/description)

**public** **class** Solution {

**public** TreeNode upsideDownBinaryTree(TreeNode root) {

**if** (root == **null** || root.left == **null**) {

**return** root;

}

TreeNode newRoot = upsideDownBinaryTree(root.left);

root.left.left = root.right;

root.left.right = root;

root.left = **null**;

root.right = **null**;

**return** newRoot;

}

}

**public** **class** Solution {

**public** TreeNode upsideDownBinaryTree(TreeNode root) {

TreeNode curr = root;

TreeNode next = **null**;

TreeNode temp = **null**;

TreeNode prev = **null**;

**while** (curr != **null**) {

next = curr.left;

curr.left = temp;

temp = curr.right;

curr.right = prev;

prev = curr;

curr = next;

}

**return** prev;

}

}

# [Read N Characters Given Read4](https://leetcode.com/problems/read-n-characters-given-read4)

The API: int read4(char \*buf) reads 4 characters at a time from a file.

The return value is the actual number of characters read. For example, it returns 3 if there is only 3 characters left in the file.

By using the read4 API, implement the function int read(char \*buf, int n) that reads *n* characters from the file.

**Note:**  
The read function will only be called once for each test case.

**public** **class** Solution **extends** Reader4 {

**public** **int** read(**char**[] buf, **int** n) {

**char**[] tmp = **new** **char**[4];

**int** res = 0, count = -1;

**while** (res < n) {

count = read4(tmp);

**if** (count == 0)

**break**;

**int** r = n - res < count ? n - res : count;

**for** (**int** i = 0; i < r; i++) {

buf[res++] = tmp[i];

}

}

**return** res;

}

}

# [Read N Characters Given Read4 II - Call multiple times](https://leetcode.com/problems/read-n-characters-given-read4-ii-call-multiple-times)

The API: int read4(char \*buf) reads 4 characters at a time from a file.

The return value is the actual number of characters read. For example, it returns 3 if there is only 3 characters left in the file.

By using the read4 API, implement the function int read(char \*buf, int n) that reads *n* characters from the file.

**Note:**  
The read function may be called multiple times.

**public** **class** Solution **extends** Reader4 {

**private** **int** buffPtr = 0;

**private** **int** buffCnt = 0;

**private** **char**[] buff = **new** **char**[4];

**public** **int** read(**char**[] buf, **int** n) {

**int** ptr = 0;

**while** (ptr < n) {

**if** (buffPtr == 0) {

buffCnt = read4(buff);

}

**if** (buffCnt == 0)

**break**;

**while** (ptr < n && buffPtr < buffCnt) {

buf[ptr++] = buff[buffPtr++];

}

**if** (buffPtr >= buffCnt)

buffPtr = 0;

}

**return** ptr;

}

}

# [Longest Substring with At Most Two Distinct Characters](https://leetcode.com/problems/longest-substring-with-at-most-two-distinct-characters)

Given a string, find the length of the longest substring T that contains at most 2 distinct characters.

For example, Given s = “eceba”,

T is "ece" which its length is 3.

**public** **class** Solution {

**public** **int** lengthOfLongestSubstringTwoDistinct(String s) {

**if** (s.isEmpty())

**return** 0;

**int** max = 1;

**int** p1 = 0, p2 = 0;

**int** last = 1;

**char**[] chars = s.toCharArray();

**for** (**int** i = 1; i < chars.length; i++) {

**if** (p1 != p2 && chars[i] != chars[p1] && chars[i] != chars[p2]) {

**if** (last > max)

max = last;

last = i - p1;

p1 = p2;

p2 = i;

} **else** {

**if** (chars[i] == chars[p1]) {

p1 = p1 == p2 ? i : p2;

}

last++;

p2 = i;

}

}

**if** (last > max)

max = last;

**return** max;

}

}

# [Intersection of Two Linked Lists](https://leetcode.com/problems/intersection-of-two-linked-lists)

Write a program to find the node at which the intersection of two singly linked lists begins.

For example, the following two linked lists:

A: a1 → a2

↘

c1 → c2 → c3

↗

B: b1 → b2 → b3

begin to intersect at node c1.

**Notes:**

* If the two linked lists have no intersection at all, return null.
* The linked lists must retain their original structure after the function returns.
* You may assume there are no cycles anywhere in the entire linked structure.
* Your code should preferably run in O(n) time and use only O(1) memory.

**public** **class** Solution {

**public** ListNode getIntersectionNode(ListNode headA, ListNode headB) {

**if** (headA == **null** || headB == **null**)

**return** **null**;

ListNode a = headA;

ListNode b = headB;

**while** (a != b) {

a = a == **null** ? headB : a.next;

b = b == **null** ? headA : b.next;

}

**return** a;

}

}

# [One Edit Distance](https://leetcode.com/problems/one-edit-distance)

Given two strings S and T, determine if they are both one edit distance apart.

**public** **class** Solution {

**public** **boolean** isOneEditDistance(String s, String t) {

**for** (**int** i = 0; i < Math.*min*(s.length(), t.length()); i++) {

**if** (s.charAt(i) != t.charAt(i)) {

**if** (s.length() == t.length())

**return** s.substring(i + 1).equals(t.substring(i + 1));

**else** **if** (s.length() < t.length())

**return** s.substring(i).equals(t.substring(i + 1));

**else**

**return** t.substring(i).equals(s.substring(i + 1));

}

}

**return** Math.*abs*(s.length() - t.length()) == 1;

}

}

# [Find Peak Element](https://leetcode.com/problems/find-peak-element)

A peak element is an element that is greater than its neighbors.

Given an input array where num[i] ≠ num[i+1], find a peak element and return its index.

The array may contain multiple peaks, in that case return the index to any one of the peaks is fine.

You may imagine that num[-1] = num[n] = -∞.

For example, in array [1, 2, 3, 1], 3 is a peak element and your function should return the index number 2.

[click to show spoilers.](https://leetcode.com/problems/find-peak-element/description/)

**Note:**

Your solution should be in logarithmic complexity.

**public** **class** Solution {

**public** **int** findPeakElement(**int**[] nums) {

**return** search(nums, 0, nums.length - 1);

}

**public** **int** search(**int**[] nums, **int** l, **int** r) {

**if** (l == r)

**return** l;

**int** mid = (l + r) / 2;

**if** (nums[mid] > nums[mid + 1])

**return** search(nums, l, mid);

**return** search(nums, mid + 1, r);

}

}

**public** **class** Solution {

**public** **int** findPeakElement(**int**[] nums) {

**int** l = 0, r = nums.length - 1;

**while** (l < r) {

**int** mid = (l + r) / 2;

**if** (nums[mid] > nums[mid + 1])

r = mid;

**else**

l = mid + 1;

}

**return** l;

}

}

# [Missing Ranges](https://leetcode.com/problems/missing-ranges)

Given a sorted integer array where **the range of elements are in the inclusive range [*lower*, *upper*]**, return its missing ranges.

For example, given [0, 1, 3, 50, 75], *lower* = 0 and *upper* = 99, return ["2", "4->49", "51->74", "76->99"].

**public** **class** Solution {

**public** List<String> findMissingRanges(**int**[] nums, **int** lower, **int** upper) {

List<String> list = **new** ArrayList<String>();

**int** preMiss = lower;

**for** (**int** num : nums) {

**if** (num == Integer.***MAX\_VALUE***) {

**if** (upper == num)

--upper;

**break**;

}

preMiss = *getNext*(preMiss, num, list);

}

**if** (preMiss == upper)

list.add(preMiss + "");

**else** **if** (preMiss < upper)

list.add(preMiss + "->" + upper);

**return** list;

}

**private** **static** **int** getNext(**int** miss, **int** num, List<String> list) {

**if** (miss < num) {

**if** (miss == num - 1)

list.add(miss + "");

**else**

list.add(miss + "->" + (num - 1));

}

**return** num + 1;

}

}

# [Maximum Gap](https://leetcode.com/problems/maximum-gap)

Given an unsorted array, find the maximum difference between the successive elements in its sorted form.

Try to solve it in linear time/space.

Return 0 if the array contains less than 2 elements.

You may assume all elements in the array are non-negative integers and fit in the 32-bit signed integer range.

**public** **class** Solution {

**public** **int** maximumGap(**int**[] nums) {

**if** (nums == **null** || nums.length < 2)

**return** 0;

**int** min = nums[0];

**int** max = nums[0];

**for** (**int** i : nums) {

min = Math.*min*(min, i);

max = Math.*max*(max, i);

}

**int** gap = (**int**) Math.*ceil*((**double**) (max - min) / (nums.length - 1));

**int**[] bucketsMIN = **new** **int**[nums.length - 1];

**int**[] bucketsMAX = **new** **int**[nums.length - 1];

Arrays.*fill*(bucketsMIN, Integer.***MAX\_VALUE***);

Arrays.*fill*(bucketsMAX, Integer.***MIN\_VALUE***);

**for** (**int** i : nums) {

**if** (i == min || i == max)

**continue**;

**int** idx = (i - min) / gap;

bucketsMIN[idx] = Math.*min*(i, bucketsMIN[idx]);

bucketsMAX[idx] = Math.*max*(i, bucketsMAX[idx]);

}

**int** maxGap = Integer.***MIN\_VALUE***;

**int** previous = min;

**for** (**int** i = 0; i < nums.length - 1; i++) {

**if** (bucketsMIN[i] == Integer.***MAX\_VALUE***

&& bucketsMAX[i] == Integer.***MIN\_VALUE***)

**continue**;

maxGap = Math.*max*(maxGap, bucketsMIN[i] - previous);

previous = bucketsMAX[i];

}

maxGap = Math.*max*(maxGap, max - previous);

**return** maxGap;

}

}

# [Compare Version Numbers](https://leetcode.com/problems/compare-version-numbers)

Compare two version numbers *version1* and *version2*.  
If *version1* > *version2* return 1, if *version1* < *version2* return -1, otherwise return 0.

You may assume that the version strings are non-empty and contain only digits and the . character.  
The . character does not represent a decimal point and is used to separate number sequences.  
For instance, 2.5 is not "two and a half" or "half way to version three", it is the fifth second-level revision of the second first-level revision.

Here is an example of version numbers ordering:

0.1 < 1.1 < 1.2 < 13.37

**public** **class** Solution {

**public** **int** compareVersion(String version1, String version2) {

String[] levels1 = version1.split("\\.");

String[] levels2 = version2.split("\\.");

**int** length = Math.*max*(levels1.length, levels2.length);

**for** (**int** i = 0; i < length; i++) {

Integer v1 = i < levels1.length ? Integer.*parseInt*(levels1[i]) : 0;

Integer v2 = i < levels2.length ? Integer.*parseInt*(levels2[i]) : 0;

**int** compare = v1.compareTo(v2);

**if** (compare != 0) {

**return** compare;

}

}

**return** 0;

}

}

# [Fraction to Recurring Decimal](https://leetcode.com/problems/fraction-to-recurring-decimal)

Given two integers representing the numerator and denominator of a fraction, return the fraction in string format.

If the fractional part is repeating, enclose the repeating part in parentheses.

For example,

* Given numerator = 1, denominator = 2, return "0.5".
* Given numerator = 2, denominator = 1, return "2".
* Given numerator = 2, denominator = 3, return "0.(6)".

**public** **class** Solution {

**public** String fractionToDecimal(**int** numerator, **int** denominator) {

**if** (numerator == 0) {

**return** "0";

}

StringBuilder fraction = **new** StringBuilder();

**if** (numerator < 0 ^ denominator < 0) {

fraction.append("-");

}

**long** dividend = Math.*abs*(Long.*valueOf*(numerator));

**long** divisor = Math.*abs*(Long.*valueOf*(denominator));

fraction.append(String.*valueOf*(dividend / divisor));

**long** remainder = dividend % divisor;

**if** (remainder == 0) {

**return** fraction.toString();

}

fraction.append(".");

Map<Long, Integer> map = **new** HashMap<>();

**while** (remainder != 0) {

**if** (map.containsKey(remainder)) {

fraction.insert(map.get(remainder), "(");

fraction.append(")");

**break**;

}

map.put(remainder, fraction.length());

remainder \*= 10;

fraction.append(String.*valueOf*(remainder / divisor));

remainder %= divisor;

}

**return** fraction.toString();

}

}

# [Two Sum II - Input array is sorted](https://leetcode.com/problems/two-sum-ii-input-array-is-sorted)

Given an array of integers that is already ***sorted in ascending order***, find two numbers such that they add up to a specific target number.

The function twoSum should return indices of the two numbers such that they add up to the target, where index1 must be less than index2. Please note that your returned answers (both index1 and index2) are not zero-based.

You may assume that each input would have *exactly* one solution and you may not use the *same* element twice.

**Input:** numbers={2, 7, 11, 15}, target=9  
**Output:** index1=1, index2=2

**public** **class** Solution {

**public** **int**[] twoSum(**int**[] nums, **int** target) {

**int**[] indice = **new** **int**[2];

**if** (nums == **null** || nums.length < 2)

**return** indice;

**int** left = 0, right = nums.length - 1;

**while** (left < right) {

**int** v = nums[left] + nums[right];

**if** (v == target) {

indice[0] = left + 1;

indice[1] = right + 1;

**break**;

} **else** **if** (v > target) {

right--;

} **else** {

left++;

}

}

**return** indice;

}

}

# [Excel Sheet Column Title](https://leetcode.com/problems/excel-sheet-column-title)

Given a positive integer, return its corresponding column title as appear in an Excel sheet.

For example:

1 -> A

2 -> B

3 -> C

...

26 -> Z

27 -> AA

28 -> AB

**public** **class** Solution {

**public** String convertToTitle(**int** n) {

**return** n == 0 ? "" : convertToTitle(--n / 26) + (**char**) ('A' + (n % 26));

}

}

# [Majority Element](https://leetcode.com/problems/majority-element)

Given an array of size *n*, find the majority element. The majority element is the element that appears **more than** ⌊ n/2 ⌋ times.

You may assume that the array is non-empty and the majority element always exist in the array.

**public** **class** Solution {

**public** **int** majorityElement(**int**[] nums) {

**int** major = nums[0], count = 1;

**for** (**int** i = 1; i < nums.length; i++) {

**if** (count == 0) {

count++;

major = nums[i];

} **else** **if** (major == nums[i])

count++;

**else**

count--;

}

**return** major;

}

}

# [Two Sum III - Data structure design](https://leetcode.com/problems/two-sum-iii-data-structure-design)

Design and implement a TwoSum class. It should support the following operations: add and find.

add - Add the number to an internal data structure.  
find - Find if there exists any pair of numbers which sum is equal to the value.

For example,

add(1); add(3); add(5);

find(4) -> true

find(7) -> false

**public** **class** TwoSum {

**private** List<Integer> list = **new** ArrayList<Integer>();

**private** Map<Integer, Integer> map = **new** HashMap<Integer, Integer>();

**public** TwoSum() {

}

**public** **void** add(**int** number) {

**if** (map.containsKey(number))

map.put(number, map.get(number) + 1);

**else** {

map.put(number, 1);

list.add(number);

}

}

**public** **boolean** find(**int** value) {

**for** (**int** i = 0; i < list.size(); i++) {

**int** num1 = list.get(i), num2 = value - num1;

**if** ((num1 == num2 && map.get(num1) > 1)

|| (num1 != num2 && map.containsKey(num2)))

**return** **true**;

}

**return** **false**;

}

}

# [Excel Sheet Column Number](https://leetcode.com/problems/excel-sheet-column-number)

Related to question [Excel Sheet Column Title](https://leetcode.com/problems/excel-sheet-column-title/)

Given a column title as appear in an Excel sheet, return its corresponding column number.

For example:

A -> 1

B -> 2

C -> 3

...

Z -> 26

AA -> 27

AB -> 28

**public** **class** Solution {

**public** **int** titleToNumber(String s) {

**int** result = 0;

**for** (**int** i = 0; i < s.length(); i++)

result = result \* 26 + (s.charAt(i) - 'A' + 1);

**return** result;

}

}

# [Factorial Trailing Zeroes](https://leetcode.com/problems/factorial-trailing-zeroes)

Given an integer *n*, return the number of trailing zeroes in *n*!.

**Note:**Your solution should be in logarithmic time complexity.

**public** **class** Solution {

**public** **int** trailingZeroes(**int** n) {

**return** n == 0 ? 0 : n / 5 + trailingZeroes(n / 5);

}

}

# [Binary Search Tree Iterator](https://leetcode.com/problems/binary-search-tree-iterator)

Implement an iterator over a binary search tree (BST). Your iterator will be initialized with the root node of a BST.

Calling next() will return the next smallest number in the BST.

**Note:**next() and hasNext() should run in average O(1) time and uses O(*h*) memory, where *h* is the height of the tree.

**public** **class** BSTIterator {

**private** Stack<TreeNode> stack = **new** Stack<TreeNode>();

**public** BSTIterator(TreeNode root) {

pushAll(root);

}

**public** **boolean** hasNext() {

**return** !stack.isEmpty();

}

**public** **int** next() {

TreeNode tmpNode = stack.pop();

pushAll(tmpNode.right);

**return** tmpNode.val;

}

**private** **void** pushAll(TreeNode node) {

**for** (; node != **null**; stack.push(node), node = node.left)

;

}

}

# [Dungeon Game](https://leetcode.com/problems/dungeon-game)

The demons had captured the princess (**P**) and imprisoned her in the bottom-right corner of a dungeon. The dungeon consists of M x N rooms laid out in a 2D grid. Our valiant knight (**K**) was initially positioned in the top-left room and must fight his way through the dungeon to rescue the princess.

The knight has an initial health point represented by a positive integer. If at any point his health point drops to 0 or below, he dies immediately.

Some of the rooms are guarded by demons, so the knight loses health (*negative* integers) upon entering these rooms; other rooms are either empty (*0's*) or contain magic orbs that increase the knight's health (*positive* integers).

In order to reach the princess as quickly as possible, the knight decides to move only rightward or downward in each step.

**Write a function to determine the knight's minimum initial health so that he is able to rescue the princess.**

For example, given the dungeon below, the initial health of the knight must be at least **7** if he follows the optimal path RIGHT-> RIGHT -> DOWN -> DOWN.

|  |  |  |
| --- | --- | --- |
| -2 (K) | -3 | 3 |
| -5 | -10 | 1 |
| 10 | 30 | -5 (P) |

**Notes:**

* The knight's health has no upper bound.
* Any room can contain threats or power-ups, even the first room the knight enters and the bottom-right room where the princess is imprisoned.

**public** **class** Solution {

**public** **int** calculateMinimumHP(**int**[][] dungeon) {

**if** (dungeon == **null** || dungeon.length == 0 || dungeon[0].length == 0)

**return** 0;

**int** m = dungeon.length;

**int** n = dungeon[0].length;

**int**[][] health = **new** **int**[m][n];

health[m - 1][n - 1] = Math.*max*(1 - dungeon[m - 1][n - 1], 1);

**for** (**int** i = m - 2; i >= 0; i--)

health[i][n - 1] = Math

.*max*(health[i + 1][n - 1] - dungeon[i][n - 1], 1);

**for** (**int** j = n - 2; j >= 0; j--)

health[m - 1][j] = Math

.*max*(health[m - 1][j + 1] - dungeon[m - 1][j], 1);

**for** (**int** i = m - 2; i >= 0; i--) {

**for** (**int** j = n - 2; j >= 0; j--) {

**int** down = Math.*max*(health[i + 1][j] - dungeon[i][j], 1);

**int** right = Math.*max*(health[i][j + 1] - dungeon[i][j], 1);

health[i][j] = Math.*min*(right, down);

}

}

**return** health[0][0];

}

}

# [Combine Two Tables](https://leetcode.com/problems/combine-two-tables)

|  |
| --- |
| **Create** **table** **If** **Not** **Exists** Person (PersonId int, FirstName varchar(255), LastName varchar(255)); **Create** **table** **If** **Not** **Exists** Address (AddressId int, PersonId int, City varchar(255), State varchar(255)); **Truncate** **table** Person; **insert** **into** Person (PersonId, LastName, FirstName) **values** ('1', 'Wang', 'Allen'); **Truncate** **table** Address; **insert** **into** Address (AddressId, PersonId, City, State) **values** ('1', '2', 'New York City', 'New York'); |

Table: Person

+-------------+---------+

| Column Name | Type |

+-------------+---------+

| PersonId | int |

| FirstName | varchar |

| LastName | varchar |

+-------------+---------+

PersonId is the primary key column for this table.

Table: Address

+-------------+---------+

| Column Name | Type |

+-------------+---------+

| AddressId | int |

| PersonId | int |

| City | varchar |

| State | varchar |

+-------------+---------+

AddressId is the primary key column for this table.

Write a SQL query for a report that provides the following information for each person in the Person table, regardless if there is an address for each of those people:

FirstName, LastName, City, State

**SELECT** Person.FirstName,

Person.LastName,

Address.City,

Address.State

**FROM** Person

**LEFT** **JOIN** Address

**ON** Person.PersonId = Address.PersonId

# [Second Highest Salary](https://leetcode.com/problems/second-highest-salary)

|  |
| --- |
| **Create** **table** **If** **Not** **Exists** Employee (**Id** int, Salary int); **Truncate** **table** Employee; **insert** **into** Employee (**Id**, Salary) **values** ('1', '100'); **insert** **into** Employee (**Id**, Salary) **values** ('2', '200'); **insert** **into** Employee (**Id**, Salary) **values** ('3', '300'); |

Write a SQL query to get the second highest salary from the Employee table.

+----+--------+

| Id | Salary |

+----+--------+

| 1 | 100 |

| 2 | 200 |

| 3 | 300 |

+----+--------+

For example, given the above Employee table, the query should return 200 as the second highest salary. If there is no second highest salary, then the query should return null.

+---------------------+

| SecondHighestSalary |

+---------------------+

| 200 |

+---------------------+

**SELECT** MAX(Salary) SecondHighestSalary

**FROM** Employee

**WHERE** Salary <

(**SELECT** MAX(Salary) **FROM** Employee)

# [Nth Highest Salary](https://leetcode.com/problems/nth-highest-salary)

Write a SQL query to get the *n*th highest salary from the Employee table.

+----+--------+

| Id | Salary |

+----+--------+

| 1 | 100 |

| 2 | 200 |

| 3 | 300 |

+----+--------+

For example, given the above Employee table, the *n*th highest salary where *n* = 2 is 200. If there is no *n*th highest salary, then the query should return null.

+------------------------+

| getNthHighestSalary(2) |

+------------------------+

| 200 |

+------------------------+

**CREATE** FUNCTION getNthHighestSalary(N **INT**) RETURNS **INT**

**BEGIN**

**DECLARE** M **INT**;

**SET** M=N-1;

RETURN (

**SELECT** **DISTINCT** Salary **FROM** Employee **ORDER** **BY** Salary **DESC** LIMIT M, 1

);

**END**

# [Rank Scores](https://leetcode.com/problems/rank-scores)

|  |
| --- |
| **Create** **table** **If** **Not** **Exists** Scores (**Id** int, Score DECIMAL(3,2)); **Truncate** **table** Scores; **insert** **into** Scores (**Id**, Score) **values** ('1', '3.5'); **insert** **into** Scores (**Id**, Score) **values** ('2', '3.65'); **insert** **into** Scores (**Id**, Score) **values** ('3', '4.0'); **insert** **into** Scores (**Id**, Score) **values** ('4', '3.85'); **insert** **into** Scores (**Id**, Score) **values** ('5', '4.0'); **insert** **into** Scores (**Id**, Score) **values** ('6', '3.65'); |

Write a SQL query to rank scores. If there is a tie between two scores, both should have the same ranking. Note that after a tie, the next ranking number should be the next consecutive integer value. In other words, there should be no "holes" between ranks.

+----+-------+

| Id | Score |

+----+-------+

| 1 | 3.50 |

| 2 | 3.65 |

| 3 | 4.00 |

| 4 | 3.85 |

| 5 | 4.00 |

| 6 | 3.65 |

+----+-------+

For example, given the above Scores table, your query should generate the following report (order by highest score):

+-------+------+

| Score | Rank |

+-------+------+

| 4.00 | 1 |

| 4.00 | 1 |

| 3.85 | 2 |

| 3.65 | 3 |

| 3.65 | 3 |

| 3.50 | 4 |

+-------+------+

**SELECT**

Score,

@rank := @rank + (@prev <> (@prev := Score)) Rank

**FROM**

Scores,

(**SELECT** @rank := 0, @prev := -1) init

**ORDER** **BY** Score **desc**

# [Largest Number](https://leetcode.com/problems/largest-number)

Given a list of non negative integers, arrange them such that they form the largest number.

For example, given [3, 30, 34, 5, 9], the largest formed number is 9534330.

Note: The result may be very large, so you need to return a string instead of an integer.

**public** **class** Solution {

**public** String largestNumber(**int**[] num) {

String[] array = Arrays.*stream*(num).mapToObj(String::*valueOf*)

.toArray(String[]::**new**);

Arrays.*sort*(array,

(String s1, String s2) -> (s2 + s1).compareTo(s1 + s2));

**return** Arrays.*stream*(array).reduce((x, y) -> x.equals("0") ? y : x + y)

.get();

}

}

# [Consecutive Numbers](https://leetcode.com/problems/consecutive-numbers)

|  |
| --- |
| **Create** **table** **If** **Not** **Exists** **Logs** (**Id** int, **Num** int); **Truncate** **table** **Logs**; **insert** **into** **Logs** (**Id**, **Num**) **values** ('1', '1'); **insert** **into** **Logs** (**Id**, **Num**) **values** ('2', '1'); **insert** **into** **Logs** (**Id**, **Num**) **values** ('3', '1'); **insert** **into** **Logs** (**Id**, **Num**) **values** ('4', '2'); **insert** **into** **Logs** (**Id**, **Num**) **values** ('5', '1'); **insert** **into** **Logs** (**Id**, **Num**) **values** ('6', '2'); **insert** **into** **Logs** (**Id**, **Num**) **values** ('7', '2'); |

Write a SQL query to find all numbers that appear at least three times consecutively.

+----+-----+

| Id | Num |

+----+-----+

| 1 | 1 |

| 2 | 1 |

| 3 | 1 |

| 4 | 2 |

| 5 | 1 |

| 6 | 2 |

| 7 | 2 |

+----+-----+

For example, given the above Logs table, 1 is the only number that appears consecutively for at least three times.

+-----------------+

| ConsecutiveNums |

+-----------------+

| 1 |

+-----------------+

**SELECT** **DISTINCT** l1.Num ConsecutiveNums

**FROM** Logs l1,

Logs l2,

Logs l3

**WHERE** l1.Id=l2.Id-1

**AND** l2.Id =l3.Id-1

**AND** l1.Num =l2.Num

**AND** l2.Num =l3.Num

# [Employees Earning More Than Their Managers](https://leetcode.com/problems/employees-earning-more-than-their-managers)

|  |
| --- |
| **Create** **table** **If** **Not** **Exists** Employee (**Id** int, **Name** varchar(255), Salary int, ManagerId int); **Truncate** **table** Employee; **insert** **into** Employee (**Id**, **Name**, Salary, ManagerId) **values** ('1', 'Joe', '70000', '3'); **insert** **into** Employee (**Id**, **Name**, Salary, ManagerId) **values** ('2', 'Henry', '80000', '4'); **insert** **into** Employee (**Id**, **Name**, Salary, ManagerId) **values** ('3', 'Sam', '60000', 'None'); **insert** **into** Employee (**Id**, **Name**, Salary, ManagerId) **values** ('4', 'Max', '90000', 'None'); |

The Employee table holds all employees including their managers. Every employee has an Id, and there is also a column for the manager Id.

+----+-------+--------+-----------+

| Id | Name | Salary | ManagerId |

+----+-------+--------+-----------+

| 1 | Joe | 70000 | 3 |

| 2 | Henry | 80000 | 4 |

| 3 | Sam | 60000 | NULL |

| 4 | Max | 90000 | NULL |

+----+-------+--------+-----------+

Given the Employee table, write a SQL query that finds out employees who earn more than their managers. For the above table, Joe is the only employee who earns more than his manager.

+----------+

| Employee |

+----------+

| Joe |

+----------+

**SELECT** E1.Name Employee

**FROM** Employee **AS** E1,

Employee **AS** E2

**WHERE** E1.ManagerId = E2.Id

**AND** E1.Salary > E2.Salary

# [Duplicate Emails](https://leetcode.com/problems/duplicate-emails)

|  |
| --- |
| **Create** **table** **If** **Not** **Exists** Person (**Id** int, Email varchar(255)); **Truncate** **table** Person; **insert** **into** Person (**Id**, Email) **values** ('1', 'a@b.com'); **insert** **into** Person (**Id**, Email) **values** ('2', 'c@d.com'); **insert** **into** Person (**Id**, Email) **values** ('3', 'a@b.com'); |

Write a SQL query to find all duplicate emails in a table named Person.

+----+---------+

| Id | Email |

+----+---------+

| 1 | a@b.com |

| 2 | c@d.com |

| 3 | a@b.com |

+----+---------+

For example, your query should return the following for the above table:

+---------+

| Email |

+---------+

| a@b.com |

+---------+

**Note**: All emails are in lowercase.

**select** Email

**from** Person

**group** **by** Email

**having** count(\*) > 1

# [Customers Who Never Order](https://leetcode.com/problems/customers-who-never-order)

|  |
| --- |
| **Create** **table** **If** **Not** **Exists** Customers (**Id** int, **Name** varchar(255)); **Create** **table** **If** **Not** **Exists** Orders (**Id** int, CustomerId int); **Truncate** **table** Customers; **insert** **into** Customers (**Id**, **Name**) **values** ('1', 'Joe'); **insert** **into** Customers (**Id**, **Name**) **values** ('2', 'Henry'); **insert** **into** Customers (**Id**, **Name**) **values** ('3', 'Sam'); **insert** **into** Customers (**Id**, **Name**) **values** ('4', 'Max'); **Truncate** **table** Orders; **insert** **into** Orders (**Id**, CustomerId) **values** ('1', '3'); **insert** **into** Orders (**Id**, CustomerId) **values** ('2', '1'); |

Suppose that a website contains two tables, the Customers table and the Orders table. Write a SQL query to find all customers who never order anything.

Table: Customers.

+----+-------+

| Id | Name |

+----+-------+

| 1 | Joe |

| 2 | Henry |

| 3 | Sam |

| 4 | Max |

+----+-------+

Table: Orders.

+----+------------+

| Id | CustomerId |

+----+------------+

| 1 | 3 |

| 2 | 1 |

+----+------------+

Using the above tables as example, return the following:

+-----------+

| Customers |

+-----------+

| Henry |

| Max |

+-----------+

**select** customers.name **as** 'Customers'

**from** customers

**where** customers.id **not** **in**

(

**select** customerid **from** orders

)

# [Department Highest Salary](https://leetcode.com/problems/department-highest-salary)

|  |
| --- |
| **Create** **table** **If** **Not** **Exists** Employee (**Id** int, **Name** varchar(255), Salary int, DepartmentId int); **Create** **table** **If** **Not** **Exists** Department (**Id** int, **Name** varchar(255)); **Truncate** **table** Employee; **insert** **into** Employee (**Id**, **Name**, Salary, DepartmentId) **values** ('1', 'Joe', '70000', '1'); **insert** **into** Employee (**Id**, **Name**, Salary, DepartmentId) **values** ('2', 'Henry', '80000', '2'); **insert** **into** Employee (**Id**, **Name**, Salary, DepartmentId) **values** ('3', 'Sam', '60000', '2'); **insert** **into** Employee (**Id**, **Name**, Salary, DepartmentId) **values** ('4', 'Max', '90000', '1'); **Truncate** **table** Department; **insert** **into** Department (**Id**, **Name**) **values** ('1', 'IT'); **insert** **into** Department (**Id**, **Name**) **values** ('2', 'Sales'); |

The Employee table holds all employees. Every employee has an Id, a salary, and there is also a column for the department Id.

+----+-------+--------+--------------+

| Id | Name | Salary | DepartmentId |

+----+-------+--------+--------------+

| 1 | Joe | 70000 | 1 |

| 2 | Henry | 80000 | 2 |

| 3 | Sam | 60000 | 2 |

| 4 | Max | 90000 | 1 |

+----+-------+--------+--------------+

The Department table holds all departments of the company.

+----+----------+

| Id | Name |

+----+----------+

| 1 | IT |

| 2 | Sales |

+----+----------+

Write a SQL query to find employees who have the highest salary in each of the departments. For the above tables, Max has the highest salary in the IT department and Henry has the highest salary in the Sales department.

+------------+----------+--------+

| Department | Employee | Salary |

+------------+----------+--------+

| IT | Max | 90000 |

| Sales | Henry | 80000 |

+------------+----------+--------+

**SELECT**

Department.name **AS** 'Department',

Employee.name **AS** 'Employee',

Salary

**FROM**

Employee

**JOIN**

Department **ON** Employee.DepartmentId = Department.Id

**WHERE**

(Employee.DepartmentId , Salary) **IN**

( **SELECT**

DepartmentId, MAX(Salary)

**FROM**

Employee

**GROUP** **BY** DepartmentId

)

# [Department Top Three Salaries](https://leetcode.com/problems/department-top-three-salaries)

|  |
| --- |
| **Create** **table** **If** **Not** **Exists** Employee (**Id** int, **Name** varchar(255), Salary int, DepartmentId int); **Create** **table** **If** **Not** **Exists** Department (**Id** int, **Name** varchar(255)); **Truncate** **table** Employee; **insert** **into** Employee (**Id**, **Name**, Salary, DepartmentId) **values** ('1', 'Joe', '70000', '1'); **insert** **into** Employee (**Id**, **Name**, Salary, DepartmentId) **values** ('2', 'Henry', '80000', '2'); **insert** **into** Employee (**Id**, **Name**, Salary, DepartmentId) **values** ('3', 'Sam', '60000', '2'); **insert** **into** Employee (**Id**, **Name**, Salary, DepartmentId) **values** ('4', 'Max', '90000', '1'); **Truncate** **table** Department; **insert** **into** Department (**Id**, **Name**) **values** ('1', 'IT'); **insert** **into** Department (**Id**, **Name**) **values** ('2', 'Sales'); |

The Employee table holds all employees. Every employee has an Id, and there is also a column for the department Id.

+----+-------+--------+--------------+

| Id | Name | Salary | DepartmentId |

+----+-------+--------+--------------+

| 1 | Joe | 70000 | 1 |

| 2 | Henry | 80000 | 2 |

| 3 | Sam | 60000 | 2 |

| 4 | Max | 90000 | 1 |

| 5 | Janet | 69000 | 1 |

| 6 | Randy | 85000 | 1 |

+----+-------+--------+--------------+

The Department table holds all departments of the company.

+----+----------+

| Id | Name |

+----+----------+

| 1 | IT |

| 2 | Sales |

+----+----------+

Write a SQL query to find employees who earn the top three salaries in each of the department. For the above tables, your SQL query should return the following rows.

+------------+----------+--------+

| Department | Employee | Salary |

+------------+----------+--------+

| IT | Max | 90000 |

| IT | Randy | 85000 |

| IT | Joe | 70000 |

| Sales | Henry | 80000 |

| Sales | Sam | 60000 |

+------------+----------+--------+

**SELECT**

d.Name **AS** 'Department', e1.Name **AS** 'Employee', e1.Salary

**FROM**

Employee e1

**JOIN**

Department d **ON** e1.DepartmentId = d.Id

**WHERE**

3 > (**SELECT**

COUNT(**DISTINCT** e2.Salary)

**FROM**

Employee e2

**WHERE**

e2.Salary > e1.Salary

**AND** e1.DepartmentId = e2.DepartmentId

)

# [Reverse Words in a String II](https://leetcode.com/problems/reverse-words-in-a-string-ii)

Given an input string, reverse the string word by word. A word is defined as a sequence of non-space characters.

The input string does not contain leading or trailing spaces and the words are always separated by a single space.

For example,  
Given s = "the sky is blue",  
return "blue is sky the".

Could you do it *in-place* without allocating extra space?

**public** **class** Solution {

**public** **void** reverseWords(**char**[] s) {

reverse(s, 0, s.length - 1);

**int** start = 0;

**for** (**int** i = 0; i < s.length; i++) {

**if** (s[i] == ' ') {

reverse(s, start, i - 1);

start = i + 1;

}

}

reverse(s, start, s.length - 1);

}

**public** **void** reverse(**char**[] s, **int** start, **int** end) {

**while** (start < end) {

**char** temp = s[start];

s[start] = s[end];

s[end] = temp;

start++;

end--;

}

}

}

# [Repeated DNA Sequences](https://leetcode.com/problems/repeated-dna-sequences)

All DNA is composed of a series of nucleotides abbreviated as A, C, G, and T, for example: "ACGAATTCCG". When studying DNA, it is sometimes useful to identify repeated sequences within the DNA.

Write a function to find all the 10-letter-long sequences (substrings) that occur more than once in a DNA molecule.

For example,

Given s = "AAAAACCCCCAAAAACCCCCCAAAAAGGGTTT",

Return:

["AAAAACCCCC", "CCCCCAAAAA"].

**public** **class** Solution {

**public** List<String> findRepeatedDnaSequences(String s) {

Set seen = **new** HashSet(), repeated = **new** HashSet();

**for** (**int** i = 0; i + 9 < s.length(); i++) {

String ten = s.substring(i, i + 10);

**if** (!seen.add(ten))

repeated.add(ten);

}

**return** **new** ArrayList(repeated);

}

}

# [Best Time to Buy and Sell Stock IV](https://leetcode.com/problems/best-time-to-buy-and-sell-stock-iv)

Say you have an array for which the *i*th element is the price of a given stock on day *i*.

Design an algorithm to find the maximum profit. You may complete at most **k** transactions.

**Note:**  
You may not engage in multiple transactions at the same time (ie, you must sell the stock before you buy again).

**public** **class** Solution {

**public** **int** maxProfit(**int** k, **int**[] prices) {

**int** n = prices.length;

**if** (n <= 1)

**return** 0;

**if** (k >= n / 2) {

**int** maxPro = 0;

**for** (**int** i = 1; i < n; i++) {

**if** (prices[i] > prices[i - 1])

maxPro += prices[i] - prices[i - 1];

}

**return** maxPro;

}

**int**[][] dp = **new** **int**[k + 1][n];

**for** (**int** i = 1; i <= k; i++) {

**int** localMax = dp[i - 1][0] - prices[0];

**for** (**int** j = 1; j < n; j++) {

dp[i][j] = Math.*max*(dp[i][j - 1], prices[j] + localMax);

localMax = Math.*max*(localMax, dp[i - 1][j] - prices[j]);

}

}

**return** dp[k][n - 1];

}

}

# [Rotate Array](https://leetcode.com/problems/rotate-array)

Rotate an array of *n* elements to the right by *k* steps.

For example, with *n* = 7 and *k* = 3, the array [1,2,3,4,5,6,7] is rotated to [5,6,7,1,2,3,4].

**Note:**  
Try to come up as many solutions as you can, there are at least 3 different ways to solve this problem.

[[show hint]](https://leetcode.com/problems/rotate-array/)

**Hint:**  
Could you do it in-place with O(1) extra space?

Related problem: [Reverse Words in a String II](https://leetcode.com/problems/reverse-words-in-a-string-ii/)

**public** **class** Solution {

**public** **void** rotate(**int**[] nums, **int** k) {

k %= nums.length;

reverse(nums, 0, nums.length - 1);

reverse(nums, 0, k - 1);

reverse(nums, k, nums.length - 1);

}

**public** **void** reverse(**int**[] nums, **int** start, **int** end) {

**while** (start < end) {

**int** temp = nums[start];

nums[start] = nums[end];

nums[end] = temp;

start++;

end--;

}

}

}

# [Reverse Bits](https://leetcode.com/problems/reverse-bits)

Reverse bits of a given 32 bits unsigned integer.

For example, given input 43261596 (represented in binary as **00000010100101000001111010011100**), return 964176192 (represented in binary as **00111001011110000010100101000000**).

**Follow up**:  
If this function is called many times, how would you optimize it?

Related problem: [Reverse Integer](https://leetcode.com/problems/reverse-integer/)

**public** **class** Solution {

**public** **int** reverseBits(**int** n) {

**int** result = 0;

**for** (**int** i = 0; i < 32; i++) {

result += n & 1;

n >>>= 1;

**if** (i < 31)

result <<= 1;

}

**return** result;

}

}

# [Number of 1 Bits](https://leetcode.com/problems/number-of-1-bits)

Write a function that takes an unsigned integer and returns the number of ’1' bits it has (also known as the [Hamming weight](http://en.wikipedia.org/wiki/Hamming_weight)).

For example, the 32-bit integer ’11' has binary representation 00000000000000000000000000001011, so the function should return 3.

**public** **class** Solution {

**public** **int** hammingWeight(**int** n) {

**int** bits = 0;

**int** mask = 1;

**for** (**int** i = 0; i < 32; i++) {

**if** ((n & mask) != 0) {

bits++;

}

mask <<= 1;

}

**return** bits;

}

}

# [Word Frequency](https://leetcode.com/problems/word-frequency)

Write a bash script to calculate the frequency of each word in a text file words.txt.

For simplicity sake, you may assume:

* words.txt contains only lowercase characters and space ' ' characters.
* Each word must consist of lowercase characters only.
* Words are separated by one or more whitespace characters.

For example, assume that words.txt has the following content:

the day is sunny the the

the sunny is is

Your script should output the following, sorted by descending frequency:

the 4

is 3

sunny 2

day 1

**Note:**  
Don't worry about handling ties, it is guaranteed that each word's frequency count is unique.

[[show hint]](https://leetcode.com/problems/word-frequency/)

**Hint:**  
Could you write it in one-line using [Unix pipes](http://tldp.org/HOWTO/Bash-Prog-Intro-HOWTO-4.html)?

**Solution**

cat words.txt | **tr** -**s** ' ' '\n' | **sort** | uniq -c | **sort** -r | awk '{ print $2, $1 }'

**tr -s**: truncate the string with target string, but only remaining one instance (e.g. multiple whitespaces)

**sort**: To make the same string successive so that uniq could count the same string fully and correctly.

**uniq -c**: uniq is used to filter out the repeated lines which are successive, -c means counting

**sort -r**: -r means sorting in descending order

**awk '{ print $2, $1 }'**: To format the output, see [here](http://linux.cn/article-3945-1.html).

# [Valid Phone Numbers](https://leetcode.com/problems/valid-phone-numbers)

Given a text file file.txt that contains list of phone numbers (one per line), write a one liner bash script to print all valid phone numbers.

You may assume that a valid phone number must appear in one of the following two formats: (xxx) xxx-xxxx or xxx-xxx-xxxx. (x means a digit)

You may also assume each line in the text file must not contain leading or trailing white spaces.

For example, assume that file.txt has the following content:

987-123-4567

123 456 7890

(123) 456-7890

Your script should output the following valid phone numbers:

987-123-4567

(123) 456-7890

**Solution**

Using grep:

**grep** -P '^(\d{3}-|\(\d{3}\) )\d{3}-\d{4}$' file.txt

Using sed:

sed -n -r '/^([0-9]{3}-|\([0-9]{3}\) )[0-9]{3}-[0-9]{4}$/p' file.txt

Using awk:

awk '/^([0-9]{3}-|\([0-9]{3}\) )[0-9]{3}-[0-9]{4}$/' file.txt

# [Transpose File](https://leetcode.com/problems/transpose-file)

Given a text file file.txt, transpose its content.

You may assume that each row has the same number of columns and each field is separated by the ' ' character.

For example, if file.txt has the following content:

name age

alice 21

ryan 30

Output the following:

name alice ryan

age 21 30

**Solution**

awk '

{

for (i = 1; i <= NF; i++) {

if(NR == 1) {

s[i] = $i;

} else {

s[i] = s[i] " " $i;

}

}

}

END {

for (i = 1; s[i] != ""; i++) {

print s[i];

}

}' file.txt

Bash:

ncol=`head -n1 file.txt | wc -w`

**for** i **in** `seq 1 $ncol`

**do**

echo `cut -d' ' -f$i file.txt`

**done**

# [Tenth Line](https://leetcode.com/problems/tenth-line)

How would you print just the 10th line of a file?

For example, assume that file.txt has the following content:

Line 1

Line 2

Line 3

Line 4

Line 5

Line 6

Line 7

Line 8

Line 9

Line 10

Your script should output the tenth line, which is:

Line 10

[[show hint]](https://leetcode.com/problems/tenth-line/)

**Hint:**  
1. If the file contains less than 10 lines, what should you output?  
2. There's at least three different solutions. Try to explore all possibilities.

**Solution**

*# Solution 1*

cnt=0

**while** read line && [ $cnt -le 10 ]; **do**

let 'cnt = cnt + 1'

**if** [ $cnt -eq 10 ]; **then**

echo $line

exit 0

**fi**

**done** < file.txt

*# Solution 2*

awk 'FNR == 10 {print }' file.txt

*# OR*

awk 'NR == 10' file.txt

*# Solution 3*

sed -n 10p file.txt

*# Solution 4*

tail -n+10 file.txt|head -1

# [Delete Duplicate Emails](https://leetcode.com/problems/delete-duplicate-emails)

Write a SQL query to delete all duplicate email entries in a table named Person, keeping only unique emails based on its *smallest* **Id**.

+----+------------------+

| Id | Email |

+----+------------------+

| 1 | john@example.com |

| 2 | bob@example.com |

| 3 | john@example.com |

+----+------------------+

Id is the primary key column for this table.

For example, after running your query, the above Person table should have the following rows:

+----+------------------+

| Id | Email |

+----+------------------+

| 1 | john@example.com |

| 2 | bob@example.com |

+----+------------------+

**DELETE** p1 **FROM** Person p1,

Person p2

**WHERE**

p1.Email = p2.Email **AND** p1.Id > p2.Id

# [Rising Temperature](https://leetcode.com/problems/rising-temperature)

|  |
| --- |
| **Create** **table** **If** **Not** **Exists** Weather (**Id** int, Date date, Temperature int); **Truncate** **table** Weather; **insert** **into** Weather (**Id**, Date, Temperature) **values** ('1', '2015-01-01', '10'); **insert** **into** Weather (**Id**, Date, Temperature) **values** ('2', '2015-01-02', '25'); **insert** **into** Weather (**Id**, Date, Temperature) **values** ('3', '2015-01-03', '20'); **insert** **into** Weather (**Id**, Date, Temperature) **values** ('4', '2015-01-04', '30'); |

Given a Weather table, write a SQL query to find all dates' Ids with higher temperature compared to its previous (yesterday's) dates.

+---------+------------+------------------+

| Id(INT) | Date(DATE) | Temperature(INT) |

+---------+------------+------------------+

| 1 | 2015-01-01 | 10 |

| 2 | 2015-01-02 | 25 |

| 3 | 2015-01-03 | 20 |

| 4 | 2015-01-04 | 30 |

+---------+------------+------------------+

For example, return the following Ids for the above Weather table:

+----+

| Id |

+----+

| 2 |

| 4 |

+----+

**SELECT**

weather.id **AS** 'Id'

**FROM**

weather

**JOIN**

weather w **ON** DATEDIFF(weather.**date**, w.**date**) = 1

**AND** weather.Temperature > w.Temperature

# [House Robber](https://leetcode.com/problems/house-robber)

You are a professional robber planning to rob houses along a street. Each house has a certain amount of money stashed, the only constraint stopping you from robbing each of them is that adjacent houses have security system connected and **it will automatically contact the police if two adjacent houses were broken into on the same night**.

Given a list of non-negative integers representing the amount of money of each house, determine the maximum amount of money you can rob tonight **without alerting the police**.

**public** **class** Solution {

**public** **int** rob(**int**[] nums) {

**int** prevMax = 0;

**int** currMax = 0;

**for** (**int** x : nums) {

**int** temp = currMax;

currMax = Math.*max*(prevMax + x, currMax);

prevMax = temp;

}

**return** currMax;

}

}

# [Binary Tree Right Side View](https://leetcode.com/problems/binary-tree-right-side-view)

Given a binary tree, imagine yourself standing on the *right* side of it, return the values of the nodes you can see ordered from top to bottom.

For example:  
Given the following binary tree,

1 <---

/ \

2 3 <---

\ \

5 4 <---

You should return [1, 3, 4].

**public** **class** Solution {

**public** List<Integer> rightSideView(TreeNode root) {

List<Integer> result = **new** ArrayList<Integer>();

**if** (root == **null**) {

**return** result;

}

LinkedList<TreeNode> queue = **new** LinkedList<TreeNode>();

queue.offer(root);

**while** (!queue.isEmpty()) {

**int** size = queue.size();

**for** (**int** i = 0; i < size; i++) {

TreeNode curr = queue.poll();

**if** (i == size - 1) {

result.add(curr.val);

}

**if** (curr.left != **null**) {

queue.offer(curr.left);

}

**if** (curr.right != **null**) {

queue.offer(curr.right);

}

}

}

**return** result;

}

}

# [Number of Islands](https://leetcode.com/problems/number-of-islands)

Given a 2d grid map of '1's (land) and '0's (water), count the number of islands. An island is surrounded by water and is formed by connecting adjacent lands horizontally or vertically. You may assume all four edges of the grid are all surrounded by water.

***Example 1:***

11110  
11010  
11000  
00000

Answer: 1

***Example 2:***

11000  
11000  
00100  
00011

Answer: 3

**public** **class** Solution {

**private** **int** n;

**private** **int** m;

**public** **int** numIslands(**char**[][] grid) {

**int** count = 0;

n = grid.length;

**if** (n == 0)

**return** 0;

m = grid[0].length;

**for** (**int** i = 0; i < n; i++) {

**for** (**int** j = 0; j < m; j++)

**if** (grid[i][j] == '1') {

DFSMarking(grid, i, j);

++count;

}

}

**return** count;

}

**private** **void** DFSMarking(**char**[][] grid, **int** i, **int** j) {

**if** (i < 0 || j < 0 || i >= n || j >= m || grid[i][j] != '1')

**return**;

grid[i][j] = '0';

DFSMarking(grid, i + 1, j);

DFSMarking(grid, i - 1, j);

DFSMarking(grid, i, j + 1);

DFSMarking(grid, i, j - 1);

}

}

思路：遍历矩阵中所有点，如果当前点不为0，则是一个岛，DFS求解当前岛，并把遇到的位置全部置0，岛数量+1。

# [Bitwise AND of Numbers Range](https://leetcode.com/problems/bitwise-and-of-numbers-range)

Given a range [m, n] where 0 <= m <= n <= 2147483647, return the bitwise AND of all numbers in this range, inclusive.

For example, given the range [5, 7], you should return 4.

**public** **class** Solution {

**public** **int** rangeBitwiseAnd(**int** m, **int** n) {

**while** (m < n)

n = n & (n - 1);

**return** n;

}

}

# [Happy Number](https://leetcode.com/problems/happy-number)

Write an algorithm to determine if a number is "happy".

A happy number is a number defined by the following process: Starting with any positive integer, replace the number by the sum of the squares of its digits, and repeat the process until the number equals 1 (where it will stay), or it loops endlessly in a cycle which does not include 1. Those numbers for which this process ends in 1 are happy numbers.

**Example:**19 is a happy number

* 12 + 92 = 82
* 82 + 22 = 68
* 62 + 82 = 100
* 12 + 02 + 02 = 1

**public** **class** Solution {

**public** **boolean** isHappy(**int** n) {

Set<Integer> inLoop = **new** HashSet<Integer>();

**int** squareSum, remain;

**while** (inLoop.add(n)) {

squareSum = 0;

**while** (n > 0) {

remain = n % 10;

squareSum += remain \* remain;

n /= 10;

}

**if** (squareSum == 1)

**return** **true**;

**else**

n = squareSum;

}

**return** **false**;

}

}

# [Remove Linked List Elements](https://leetcode.com/problems/remove-linked-list-elements)

Remove all elements from a linked list of integers that have value ***val***.

**Example**  
***Given:*** 1 --> 2 --> 6 --> 3 --> 4 --> 5 --> 6, ***val*** = 6  
***Return:*** 1 --> 2 --> 3 --> 4 --> 5

**public** **class** Solution {

**public** ListNode removeElements(ListNode head, **int** val) {

**if** (head == **null**)

**return** **null**;

head.next = removeElements(head.next, val);

**return** head.val == val ? head.next : head;

}

}

**public** **class** Solution {

**public** ListNode removeElements(ListNode head, **int** val) {

ListNode fakeHead = **new** ListNode(-1);

fakeHead.next = head;

ListNode curr = head, prev = fakeHead;

**while** (curr != **null**) {

**if** (curr.val == val) {

prev.next = curr.next;

} **else** {

prev = prev.next;

}

curr = curr.next;

}

**return** fakeHead.next;

}

}

# [Count Primes](https://leetcode.com/problems/count-primes)

**Description:**

Count the number of prime numbers less than a non-negative number, ***n***.

**public** **class** Solution {

**public** **int** countPrimes(**int** n) {

**boolean**[] notPrime = **new** **boolean**[n];

**int** count = 0;

**for** (**int** i = 2; i < n; i++) {

**if** (notPrime[i] == **false**) {

count++;

**for** (**int** j = 2; i \* j < n; j++) {

notPrime[i \* j] = **true**;

}

}

}

**return** count;

}

}

# [Isomorphic Strings](https://leetcode.com/problems/isomorphic-strings)

Given two strings ***s*** and ***t***, determine if they are isomorphic.

Two strings are isomorphic if the characters in ***s*** can be replaced to get ***t***.

All occurrences of a character must be replaced with another character while preserving the order of characters. No two characters may map to the same character but a character may map to itself.

For example,  
Given "egg", "add", return true.

Given "foo", "bar", return false.

Given "paper", "title", return true.

**Note:**  
You may assume both ***s*** and ***t*** have the same length.

**public** **class** Solution {

**public** **boolean** isIsomorphic(String s, String t) {

**int**[] m = **new** **int**[512];

**for** (**int** i = 0; i < s.length(); i++) {

**if** (m[s.charAt(i)] != m[t.charAt(i) + 256])

**return** **false**;

m[s.charAt(i)] = m[t.charAt(i) + 256] = i + 1;

}

**return** **true**;

}

}

# [Reverse Linked List](https://leetcode.com/problems/reverse-linked-list)

Reverse a singly linked list.

[click to show more hints.](https://leetcode.com/problems/reverse-linked-list/)

**Hint:**

A linked list can be reversed either iteratively or recursively. Could you implement both?

**public** **class** Solution {

**public** ListNode reverseList(ListNode head) {

ListNode prev = **null**;

ListNode curr = head;

**while** (curr != **null**) {

ListNode nextTemp = curr.next;

curr.next = prev;

prev = curr;

curr = nextTemp;

}

**return** prev;

}

}

# [Course Schedule](https://leetcode.com/problems/course-schedule)

There are a total of *n* courses you have to take, labeled from 0 to n - 1.

Some courses may have prerequisites, for example to take course 0 you have to first take course 1, which is expressed as a pair: [0,1]

Given the total number of courses and a list of prerequisite **pairs**, is it possible for you to finish all courses?

For example:

2, [[1,0]]

There are a total of 2 courses to take. To take course 1 you should have finished course 0. So it is possible.

2, [[1,0],[0,1]]

There are a total of 2 courses to take. To take course 1 you should have finished course 0, and to take course 0 you should also have finished course 1. So it is impossible.

**Note:**

1. The input prerequisites is a graph represented by **a list of edges**, not adjacency matrices. Read more about [how a graph is represented](https://www.khanacademy.org/computing/computer-science/algorithms/graph-representation/a/representing-graphs).
2. You may assume that there are no duplicate edges in the input prerequisites.

[click to show more hints.](https://leetcode.com/problems/course-schedule/)

**Hints:**

1. This problem is equivalent to finding if a cycle exists in a directed graph. If a cycle exists, no topological ordering exists and therefore it will be impossible to take all courses.
2. [Topological Sort via DFS](https://class.coursera.org/algo-003/lecture/52) - A great video tutorial (21 minutes) on Coursera explaining the basic concepts of Topological Sort.
3. Topological sort could also be done via [BFS](http://en.wikipedia.org/wiki/Topological_sorting#Algorithms).

**public** **class** Solution {

**public** **boolean** canFinish(**int** numCourses, **int**[][] prerequisites) {

**int**[][] matrix = **new** **int**[numCourses][numCourses]; // i -> j

**int**[] indegree = **new** **int**[numCourses];

**for** (**int** i = 0; i < prerequisites.length; i++) {

**int** ready = prerequisites[i][0];

**int** pre = prerequisites[i][1];

**if** (matrix[pre][ready] == 0)

indegree[ready]++;

matrix[pre][ready] = 1;

}

**int** count = 0;

Queue<Integer> queue = **new** LinkedList();

**for** (**int** i = 0; i < indegree.length; i++) {

**if** (indegree[i] == 0)

queue.offer(i);

}

**while** (!queue.isEmpty()) {

**int** course = queue.poll();

count++;

**for** (**int** i = 0; i < numCourses; i++) {

**if** (matrix[course][i] != 0) {

**if** (--indegree[i] == 0)

queue.offer(i);

}

}

}

**return** count == numCourses;

}

}

# [Implement Trie (Prefix Tree)](https://leetcode.com/problems/implement-trie-prefix-tree)

Implement a trie with insert, search, and startsWith methods.

**Note:**  
You may assume that all inputs are consist of lowercase letters a-z.

**class** TrieNode {

**public** **boolean** isWord;

**public** TrieNode[] children = **new** TrieNode[26];

}

**public** **class** Trie {

**private** TrieNode root;

**public** Trie() {

root = **new** TrieNode();

}

**public** **void** insert(String word) {

TrieNode ws = root;

**for** (**int** i = 0; i < word.length(); i++) {

**char** ch = word.charAt(i);

**if** (ws.children[ch - 'a'] == **null**) {

ws.children[ch - 'a'] = **new** TrieNode();

}

ws = ws.children[ch - 'a'];

}

ws.isWord = **true**;

}

**public** **boolean** search(String word) {

TrieNode ws = searchHelper(word);

**return** ws != **null** && ws.isWord;

}

**public** **boolean** startsWith(String prefix) {

**return** searchHelper(prefix) != **null**;

}

**public** TrieNode searchHelper(String key) {

TrieNode ws = root;

**for** (**int** i = 0; i < key.length() && ws != **null**; i++) {

**char** ch = key.charAt(i);

ws = ws.children[ch - 'a'];

}

**return** ws;

}

}

# [Minimum Size Subarray Sum](https://leetcode.com/problems/minimum-size-subarray-sum)

Given an array of **n** positive integers and a positive integer **s**, find the minimal length of a **contiguous** subarray of which the sum >= **s**. If there isn't one, return 0 instead.

For example, given the array [2,3,1,2,4,3] and s = 7,  
the subarray [4,3] has the minimal length under the problem constraint.

[click to show more practice.](https://leetcode.com/problems/minimum-size-subarray-sum/)

**More practice:**

If you have figured out the *O*(*n*) solution, try coding another solution of which the time complexity is *O*(*n* log *n*).

**public** **class** Solution {

**public** **int** minSubArrayLen(**int** s, **int**[] nums) {

**if** (nums == **null** || nums.length == 0)

**return** 0;

**int** i = 0, j = 0, sum = 0, min = Integer.***MAX\_VALUE***;

**while** (j < nums.length) {

sum += nums[j++];

**while** (sum >= s) {

min = Math.*min*(min, j - i);

sum -= nums[i++];

}

}

**return** min == Integer.***MAX\_VALUE*** ? 0 : min;

}

}

# [Course Schedule II](https://leetcode.com/problems/course-schedule-ii)

There are a total of *n* courses you have to take, labeled from 0 to n - 1.

Some courses may have prerequisites, for example to take course 0 you have to first take course 1, which is expressed as a pair: [0,1]

Given the total number of courses and a list of prerequisite **pairs**, return the ordering of courses you should take to finish all courses.

There may be multiple correct orders, you just need to return one of them. If it is impossible to finish all courses, return an empty array.

For example:

2, [[1,0]]

There are a total of 2 courses to take. To take course 1 you should have finished course 0. So the correct course order is [0,1]

4, [[1,0],[2,0],[3,1],[3,2]]

There are a total of 4 courses to take. To take course 3 you should have finished both courses 1 and 2. Both courses 1 and 2 should be taken after you finished course 0. So one correct course order is [0,1,2,3]. Another correct ordering is[0,2,1,3].

**Note:**

1. The input prerequisites is a graph represented by **a list of edges**, not adjacency matrices. Read more about [how a graph is represented](https://www.khanacademy.org/computing/computer-science/algorithms/graph-representation/a/representing-graphs).
2. You may assume that there are no duplicate edges in the input prerequisites.

[click to show more hints.](https://leetcode.com/problems/course-schedule-ii/)

**Hints:**

1. This problem is equivalent to finding the topological order in a directed graph. If a cycle exists, no topological ordering exists and therefore it will be impossible to take all courses.
2. [Topological Sort via DFS](https://class.coursera.org/algo-003/lecture/52) - A great video tutorial (21 minutes) on Coursera explaining the basic concepts of Topological Sort.
3. Topological sort could also be done via [BFS](http://en.wikipedia.org/wiki/Topological_sorting#Algorithms).

**public** **class** Solution {

**public** **int**[] findOrder(**int** numCourses, **int**[][] prerequisites) {

List<List<Integer>> adj = **new** ArrayList<List<Integer>>(numCourses);

**for** (**int** i = 0; i < numCourses; i++)

adj.add(i, **new** ArrayList<>());

**for** (**int** i = 0; i < prerequisites.length; i++)

adj.get(prerequisites[i][1]).add(prerequisites[i][0]);

**int**[] visited = **new** **int**[numCourses];

Stack<Integer> stack = **new** Stack<>();

**for** (**int** i = 0; i < numCourses; i++) {

**if** (!topologicalSort(adj, i, stack, visited))

**return** **new** **int**[0];

}

**int** i = 0;

**int**[] result = **new** **int**[numCourses];

**while** (!stack.isEmpty()) {

result[i++] = stack.pop();

}

**return** result;

}

**private** **boolean** topologicalSort(List<List<Integer>> adj, **int** v,

Stack<Integer> stack, **int**[] visited) {

**if** (visited[v] == 2)

**return** **true**;

**if** (visited[v] == 1)

**return** **false**;

visited[v] = 1;

**for** (Integer u : adj.get(v)) {

**if** (!topologicalSort(adj, u, stack, visited))

**return** **false**;

}

visited[v] = 2;

stack.push(v);

**return** **true**;

}

}

# [Add and Search Word - Data structure design](https://leetcode.com/problems/add-and-search-word-data-structure-design)

Design a data structure that supports the following two operations:

void addWord(word)

bool search(word)

search(word) can search a literal word or a regular expression string containing only letters a-z or .. A . means it can represent any one letter.

For example:

addWord("bad")

addWord("dad")

addWord("mad")

search("pad") -> false

search("bad") -> true

search(".ad") -> true

search("b..") -> true

**Note:**  
You may assume that all words are consist of lowercase letters a-z.

[click to show hint.](https://leetcode.com/problems/add-and-search-word-data-structure-design/)

You should be familiar with how a Trie works. If not, please work on this problem: [Implement Trie (Prefix Tree)](https://leetcode.com/problems/implement-trie-prefix-tree/) first.

**public** **class** WordDictionary {

**public** **class** TrieNode {

**public** TrieNode[] children = **new** TrieNode[26];

**public** String item = "";

}

**private** TrieNode root = **new** TrieNode();

**public** **void** addWord(String word) {

TrieNode node = root;

**for** (**char** c : word.toCharArray()) {

**if** (node.children[c - 'a'] == **null**) {

node.children[c - 'a'] = **new** TrieNode();

}

node = node.children[c - 'a'];

}

node.item = word;

}

**public** **boolean** search(String word) {

**return** match(word.toCharArray(), 0, root);

}

**private** **boolean** match(**char**[] chs, **int** k, TrieNode node) {

**if** (k == chs.length)

**return** !node.item.equals("");

**if** (chs[k] != '.') {

**return** node.children[chs[k] - 'a'] != **null**

&& match(chs, k + 1, node.children[chs[k] - 'a']);

} **else** {

**for** (**int** i = 0; i < node.children.length; i++) {

**if** (node.children[i] != **null**) {

**if** (match(chs, k + 1, node.children[i])) {

**return** **true**;

}

}

}

}

**return** **false**;

}

}

# [Word Search II](https://leetcode.com/problems/word-search-ii)

Given a 2D board and a list of words from the dictionary, find all words in the board.

Each word must be constructed from letters of sequentially adjacent cell, where "adjacent" cells are those horizontally or vertically neighboring. The same letter cell may not be used more than once in a word.

For example,  
Given **words** = ["oath","pea","eat","rain"] and **board** =

[ ['o','a','a','n'],

['e','t','a','e'],

['i','h','k','r'],

['i','f','l','v']]

Return ["eat","oath"].

**Note:**  
You may assume that all inputs are consist of lowercase letters a-z.

[click to show hint.](https://leetcode.com/problems/word-search-ii/)

You would need to optimize your backtracking to pass the larger test. Could you stop backtracking earlier?

If the current candidate does not exist in all words' prefix, you could stop backtracking immediately. What kind of data structure could answer such query efficiently? Does a hash table work? Why or why not? How about a Trie? If you would like to learn how to implement a basic trie, please work on this problem: [Implement Trie (Prefix Tree)](https://leetcode.com/problems/implement-trie-prefix-tree/) first.

**public** **class** Solution {

**public** List<String> findWords(**char**[][] board, String[] words) {

List<String> res = **new** ArrayList<>();

TrieNode root = buildTrie(words);

**for** (**int** i = 0; i < board.length; i++) {

**for** (**int** j = 0; j < board[0].length; j++) {

dfs(board, i, j, root, res);

}

}

**return** res;

}

**public** **void** dfs(**char**[][] board, **int** i, **int** j, TrieNode p,

List<String> res) {

**char** c = board[i][j];

**if** (c == '#' || p.next[c - 'a'] == **null**)

**return**;

p = p.next[c - 'a'];

**if** (p.word != **null**) { // found one

res.add(p.word);

p.word = **null**; // de-duplicate

}

board[i][j] = '#';

**if** (i > 0)

dfs(board, i - 1, j, p, res);

**if** (j > 0)

dfs(board, i, j - 1, p, res);

**if** (i < board.length - 1)

dfs(board, i + 1, j, p, res);

**if** (j < board[0].length - 1)

dfs(board, i, j + 1, p, res);

board[i][j] = c;

}

**public** TrieNode buildTrie(String[] words) {

TrieNode root = **new** TrieNode();

**for** (String w : words) {

TrieNode p = root;

**for** (**char** c : w.toCharArray()) {

**int** i = c - 'a';

**if** (p.next[i] == **null**)

p.next[i] = **new** TrieNode();

p = p.next[i];

}

p.word = w;

}

**return** root;

}

**class** TrieNode {

TrieNode[] next = **new** TrieNode[26];

String word;

}

}

# [House Robber II](https://leetcode.com/problems/house-robber-ii)

**Note:** This is an extension of [House Robber](https://leetcode.com/problems/house-robber/).

After robbing those houses on that street, the thief has found himself a new place for his thievery so that he will not get too much attention. This time, all houses at this place are **arranged in a circle.** That means the first house is the neighbor of the last one. Meanwhile, the security system for these houses remain the same as for those in the previous street.

Given a list of non-negative integers representing the amount of money of each house, determine the maximum amount of money you can rob tonight **without alerting the police**.

**public** **class** Solution {

**public** **int** rob(**int**[] nums) {

**if** (nums.length == 1)

**return** nums[0];

**return** Math.*max*(rob(nums, 0, nums.length - 2),

rob(nums, 1, nums.length - 1));

}

**public** **int** rob(**int**[] nums, **int** start, **int** end) {

**int** prevMax = 0;

**int** currMax = 0;

**for** (**int** i = start; i <= end; ++i) {

**int** x = nums[i];

**int** temp = currMax;

currMax = Math.*max*(prevMax + x, currMax);

prevMax = temp;

}

**return** currMax;

}

}

# [Shortest Palindrome](https://leetcode.com/problems/shortest-palindrome)

Given a string S, you are allowed to convert it to a palindrome by adding characters in front of it. Find and return the shortest palindrome you can find by performing this transformation.

For example:

Given "aacecaaa", return "aaacecaaa".

Given "abcd", return "dcbabcd".

**public** **class** Solution {

**public** String shortestPalindrome(String s) {

**int** n = s.length();

String rev = **new** StringBuilder(s).reverse().toString();

String s\_new = s + "#" + rev;

**int** m = s\_new.length();

**int**[] f = **new** **int**[m];

**for** (**int** i = 1; i < m; i++) {

**int** t = f[i - 1];

**while** (t > 0 && s\_new.charAt(i) != s\_new.charAt(t))

t = f[t - 1];

**if** (s\_new.charAt(i) == s\_new.charAt(t))

++t;

f[i] = t;

}

**return** rev.substring(0, n - f[m - 1]) + s;

}

}

# [Kth Largest Element in an Array](https://leetcode.com/problems/kth-largest-element-in-an-array)

Find the **k**th largest element in an unsorted array. Note that it is the kth largest element in the sorted order, not the kth distinct element.

For example,  
Given [3,2,1,5,6,4] and k = 2, return 5.

**Note:**  
You may assume k is always valid, 1 ? k ? array's length.

**public** **class** Solution {

**public** **int** findKthLargest(**int**[] nums, **int** k) {

**final** **int** N = nums.length;

Arrays.*sort*(nums);

**return** nums[N - k];

}

}

**public** **class** Solution {

**public** **int** findKthLargest(**int**[] nums, **int** k) {

**final** PriorityQueue<Integer> pq = **new** PriorityQueue<>();

**for** (**int** val : nums) {

pq.offer(val);

**if** (pq.size() > k) {

pq.poll();

}

}

**return** pq.peek();

}

}

# [Combination Sum III](https://leetcode.com/problems/combination-sum-iii)

Find all possible combinations of ***k*** numbers that add up to a number ***n***, given that only numbers from 1 to 9 can be used and each combination should be a unique set of numbers.

***Example 1:***

Input: ***k*** = 3, ***n*** = 7

Output:

[[1,2,4]]

***Example 2:***

Input: ***k*** = 3, ***n*** = 9

Output:

[[1,2,6], [1,3,5], [2,3,4]]

**public** **class** Solution {

**public** List<List<Integer>> combinationSum3(**int** k, **int** n) {

List<List<Integer>> ans = **new** ArrayList<>();

combination(ans, **new** ArrayList<Integer>(), k, 1, n);

**return** ans;

}

**private** **void** combination(List<List<Integer>> ans, List<Integer> comb, **int** k,

**int** start, **int** n) {

**if** (comb.size() == k && n == 0) {

List<Integer> li = **new** ArrayList<Integer>(comb);

ans.add(li);

**return**;

}

**for** (**int** i = start; i <= 9; i++) {

comb.add(i);

combination(ans, comb, k, i + 1, n - i);

comb.remove(comb.size() - 1);

}

}

}

# [Contains Duplicate](https://leetcode.com/problems/contains-duplicate)

Given an array of integers, find if the array contains any duplicates. Your function should return true if any value appears at least twice in the array, and it should return false if every element is distinct.

**public** **class** Solution {

**public** **boolean** containsDuplicate(**int**[] nums) {

Set<Integer> numSet = **new** HashSet<Integer>();

**for** (**int** num : nums) {

**if** (!numSet.add(num))

**return** **true**;

}

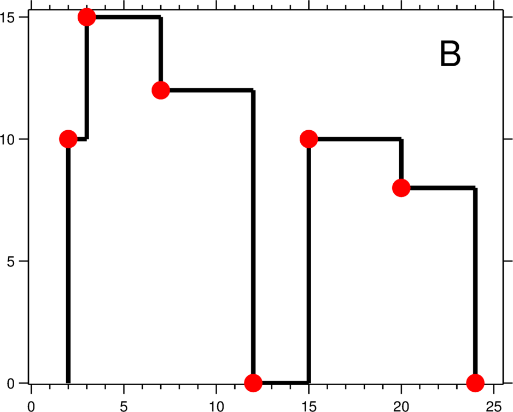
**return** **false**;

}

}

# [The Skyline Problem](https://leetcode.com/problems/the-skyline-problem)

A city's skyline is the outer contour of the silhouette formed by all the buildings in that city when viewed from a distance. Now suppose you are **given the locations and height of all the buildings** as shown on a cityscape photo (Figure A), write a program to **output the skyline** formed by these buildings collectively (Figure B).

[[](https://leetcode.com/static/images/problemset/skyline1.jpg)](https://leetcode.com/static/images/problemset/skyline1.jpg)[](https://leetcode.com/static/images/problemset/skyline2.jpg)

The geometric information of each building is represented by a triplet of integers [Li, Ri, Hi], where Li and Ri are the x coordinates of the left and right edge of the ith building, respectively, and Hi is its height. It is guaranteed that 0 ? Li, Ri ? INT\_MAX, 0 < Hi ? INT\_MAX, and Ri - Li > 0. You may assume all buildings are perfect rectangles grounded on an absolutely flat surface at height 0.

For instance, the dimensions of all buildings in Figure A are recorded as: [ [2 9 10], [3 7 15], [5 12 12], [15 20 10], [19 24 8] ].

The output is a list of "**key points**" (red dots in Figure B) in the format of [ [x1,y1], [x2, y2], [x3, y3], ... ] that uniquely defines a skyline. **A key point is the left endpoint of a horizontal line segment**. Note that the last key point, where the rightmost building ends, is merely used to mark the termination of the skyline, and always has zero height. Also, the ground in between any two adjacent buildings should be considered part of the skyline contour.

For instance, the skyline in Figure B should be represented as:[ [2 10], [3 15], [7 12], [12 0], [15 10], [20 8], [24, 0] ].

**Notes:**

* The number of buildings in any input list is guaranteed to be in the range [0, 10000].
* The input list is already sorted in ascending order by the left x position Li.
* The output list must be sorted by the x position.
* There must be no consecutive horizontal lines of equal height in the output skyline. For instance, [...[2 3], [4 5], [7 5], [11 5], [12 7]...] is not acceptable; the three lines of height 5 should be merged into one in the final output as such: [...[2 3], [4 5], [12 7], ...]

**public** **class** Solution {

**public** List<**int**[]> getSkyline(**int**[][] buildings) {

List<**int**[]> heights = **new** ArrayList<>();

**for** (**int**[] b : buildings) {

heights.add(**new** **int**[] { b[0], -b[2] });

heights.add(**new** **int**[] { b[1], b[2] });

}

Collections.*sort*(heights,

(a, b) -> (a[0] == b[0]) ? a[1] - b[1] : a[0] - b[0]);

TreeMap<Integer, Integer> heightMap = **new** TreeMap<>(

Collections.*reverseOrder*());

heightMap.put(0, 1);

**int** prevHeight = 0;

List<**int**[]> skyLine = **new** LinkedList<>();

**for** (**int**[] h : heights) {

**if** (h[1] < 0) {

heightMap.put(-h[1], heightMap.getOrDefault(-h[1], 0) + 1);

} **else** {

Integer cnt = heightMap.get(h[1]);

**if** (cnt == 1) {

heightMap.remove(h[1]);

} **else** {

heightMap.put(h[1], cnt - 1);

}

}

**int** currHeight = heightMap.firstKey();

**if** (prevHeight != currHeight) {

skyLine.add(**new** **int**[] { h[0], currHeight });

prevHeight = currHeight;

}

}

**return** skyLine;

}

}

思路：从左到右追踪顶点，上升则记录，下降则看是否有高于它的线存在，不存在时记录，形成List返回。实现方法：用一个数组保存所有顶点（从左到右），其中左顶点对应的高记录为负值以区分。遍历数组，判断是否为起点，起点记入TreeMap（逆向排序），终点从Map中减去，取Map中最大值，若与前height不同，则新有效点出来（高或低）。

# [Contains Duplicate II](https://leetcode.com/problems/contains-duplicate-ii)

Given an array of integers and an integer *k*, find out whether there are two distinct indices *i* and *j* in the array such that **nums[i] = nums[j]** and the **absolute** difference between *i* and *j* is at most *k*.

**public** **class** Solution {

**public** **boolean** containsNearbyDuplicate(**int**[] nums, **int** k) {

Set<Integer> set = **new** HashSet<Integer>();

**for** (**int** i = 0; i < nums.length; i++) {

**if** (i > k)

set.remove(nums[i - k - 1]);

**if** (!set.add(nums[i]))

**return** **true**;

}

**return** **false**;

}

}

# [Contains Duplicate III](https://leetcode.com/problems/contains-duplicate-iii)

Given an array of integers, find out whether there are two distinct indices *i* and *j* in the array such that the **absolute** difference between **nums[i]** and **nums[j]** is at most *t* and the **absolute** difference between *i* and *j* is at most *k*.

**public** **class** Solution {

**public** **boolean** containsNearbyAlmostDuplicate(**int**[] nums, **int** k, **int** t) {

**if** (k < 1 || t < 0)

**return** **false**;

Map<Long, Long> map = **new** HashMap<>();

**for** (**int** i = 0; i < nums.length; i++) {

**long** remappedNum = (**long**) nums[i] - Integer.***MIN\_VALUE***;

**long** bucket = remappedNum / ((**long**) t + 1);

**if** (map.containsKey(bucket)

|| (map.containsKey(bucket - 1)

&& remappedNum - map.get(bucket - 1) <= t)

|| (map.containsKey(bucket + 1)

&& map.get(bucket + 1) - remappedNum <= t))

**return** **true**;

**if** (map.entrySet().size() >= k) {

**long** lastBucket = ((**long**) nums[i - k] - Integer.***MIN\_VALUE***)

/ ((**long**) t + 1);

map.remove(lastBucket);

}

map.put(bucket, remappedNum);

}

**return** **false**;

}

}

# [Maximal Square](https://leetcode.com/problems/maximal-square)

Given a 2D binary matrix filled with 0's and 1's, find the largest square containing only 1's and return its area.

For example, given the following matrix:

1 0 1 0 0

1 0 1 1 1

1 1 1 1 1

1 0 0 1 0

Return 4.

**public** **class** Solution {

**public** **int** maximalSquare(**char**[][] matrix) {

**if** (matrix.length == 0)

**return** 0;

**int** m = matrix.length, n = matrix[0].length, result = 0;

**int**[][] b = **new** **int**[m + 1][n + 1];

**for** (**int** i = 1; i <= m; i++) {

**for** (**int** j = 1; j <= n; j++) {

**if** (matrix[i - 1][j - 1] == '1') {

b[i][j] = Math.*min*(Math.*min*(b[i][j - 1], b[i - 1][j - 1]),

b[i - 1][j]) + 1;

result = Math.*max*(b[i][j], result); // update result

}

}

}

**return** result \* result;

}

}

# [Count Complete Tree Nodes](https://leetcode.com/problems/count-complete-tree-nodes)

Given a **complete** binary tree, count the number of nodes.

**Definition of a complete binary tree from**[**Wikipedia**](http://en.wikipedia.org/wiki/Binary_tree#Types_of_binary_trees)**:**  
In a complete binary tree every level, except possibly the last, is completely filled, and all nodes in the last level are as far left as possible. It can have between 1 and 2h nodes inclusive at the last level h.

**class** Solution {

**int** height(TreeNode root) {

**return** root == **null** ? -1 : 1 + height(root.left);

}

**public** **int** countNodes(TreeNode root) {

**int** nodes = 0, h = height(root);

**while** (root != **null**) {

**if** (height(root.right) == h - 1) {

nodes += 1 << h;

root = root.right;

} **else** {

nodes += 1 << h - 1;

root = root.left;

}

h--;

}

**return** nodes;

}

}

# [Rectangle Area](https://leetcode.com/problems/rectangle-area)

Find the total area covered by two **rectilinear** rectangles in a **2D** plane.

Each rectangle is defined by its bottom left corner and top right corner as shown in the figure.



Assume that the total area is never beyond the maximum possible value of **int**.

**public** **class** Solution {

**public** **int** computeArea(**int** A, **int** B, **int** C, **int** D, **int** E, **int** F, **int** G,

**int** H) {

**int** left = Math.*max*(A, E), right = Math.*max*(Math.*min*(C, G), left);

**int** bottom = Math.*max*(B, F), top = Math.*max*(Math.*min*(D, H), bottom);

**return** (C - A) \* (D - B) - (right - left) \* (top - bottom)

+ (G - E) \* (H - F);

}

}

# [Basic Calculator](https://leetcode.com/problems/basic-calculator)

Implement a basic calculator to evaluate a simple expression string.

The expression string may contain open ( and closing parentheses ), the plus + or minus sign -, **non-negative** integers and empty spaces .

You may assume that the given expression is always valid.

Some examples:

"1 + 1" = 2

" 2-1 + 2 " = 3

"(1+(4+5+2)-3)+(6+8)" = 23

**Note:** **Do not** use the eval built-in library function.

**public** **class** Solution {

**public** **static** **int** calculate(String s) {

**int** len = s.length(), sign = 1, result = 0;

Stack<Integer> stack = **new** Stack<Integer>();

**for** (**int** i = 0; i < len; i++) {

**if** (Character.*isDigit*(s.charAt(i))) {

**int** sum = s.charAt(i) - '0';

**while** (i + 1 < len && Character.*isDigit*(s.charAt(i + 1))) {

sum = sum \* 10 + s.charAt(i + 1) - '0';

i++;

}

result += sum \* sign;

} **else** **if** (s.charAt(i) == '+')

sign = 1;

**else** **if** (s.charAt(i) == '-')

sign = -1;

**else** **if** (s.charAt(i) == '(') {

stack.push(result);

stack.push(sign);

result = 0;

sign = 1;

} **else** **if** (s.charAt(i) == ')') {

result = result \* stack.pop() + stack.pop();

}

}

**return** result;

}

}

# [Implement Stack using Queues](https://leetcode.com/problems/implement-stack-using-queues)

Implement the following operations of a stack using queues.

* push(x) -- Push element x onto stack.
* pop() -- Removes the element on top of the stack.
* top() -- Get the top element.
* empty() -- Return whether the stack is empty.

**Notes:**

* You must use *only* standard operations of a queue -- which means only push to back, peek/pop from front, size, and is empty operations are valid.
* Depending on your language, queue may not be supported natively. You may simulate a queue by using a list or deque (double-ended queue), as long as you use only standard operations of a queue.
* You may assume that all operations are valid (for example, no pop or top operations will be called on an empty stack).

**public** **class** MyStack {

Queue<Integer> queue;

**public** MyStack() {

**this**.queue = **new** LinkedList<Integer>();

}

**public** **void** push(**int** x) {

queue.add(x);

**for** (**int** i = 0; i < queue.size() - 1; i++) {

queue.add(queue.poll());

}

}

**public** **int** pop() {

**return** queue.poll();

}

**public** **int** top() {

**return** queue.peek();

}

**public** **boolean** empty() {

**return** queue.isEmpty();

}

}

# [Invert Binary Tree](https://leetcode.com/problems/invert-binary-tree)

Invert a binary tree.

4

/ \

2 7

/ \ / \

1 3 6 9

to

4

/ \

7 2

/ \ / \

9 6 3 1

**Trivia:**  
This problem was inspired by [this original tweet](https://twitter.com/mxcl/status/608682016205344768) by [Max Howell](https://twitter.com/mxcl):

Google: 90% of our engineers use the software you wrote (Homebrew), but you can’t invert a binary tree on a whiteboard so fuck off.

**public** **class** Solution {

**public** TreeNode invertTree(TreeNode root) {

**if** (root == **null**)

**return** **null**;

**final** Queue<TreeNode> queue = **new** LinkedList<>();

queue.offer(root);

**while** (!queue.isEmpty()) {

**final** TreeNode node = queue.poll();

**final** TreeNode left = node.left;

node.left = node.right;

node.right = left;

**if** (node.left != **null**) {

queue.offer(node.left);

}

**if** (node.right != **null**) {

queue.offer(node.right);

}

}

**return** root;

}

}

**public** **class** Solution {

**public** TreeNode invertTree(TreeNode root) {

**if** (root == **null**)

**return** **null**;

TreeNode right = invertTree(root.right);

TreeNode left = invertTree(root.left);

root.left = right;

root.right = left;

**return** root;

}

}

# [Basic Calculator II](https://leetcode.com/problems/basic-calculator-ii)

Implement a basic calculator to evaluate a simple expression string.

The expression string contains only **non-negative** integers, +, -, \*, / operators and empty spaces . The integer division should truncate toward zero.

You may assume that the given expression is always valid.

Some examples:

"3+2\*2" = 7

" 3/2 " = 1

" 3+5 / 2 " = 5

**Note:** **Do not** use the eval built-in library function.

**public** **class** Solution {

**public** **int** calculate(String s) {

**int** len;

**if** (s == **null** || (len = s.length()) == 0)

**return** 0;

Stack<Integer> stack = **new** Stack<Integer>();

**int** num = 0;

**char** sign = '+';

**for** (**int** i = 0; i < len; i++) {

**if** (Character.*isDigit*(s.charAt(i))) {

num = num \* 10 + s.charAt(i) - '0';

}

**if** ((!Character.*isDigit*(s.charAt(i)) && ' ' != s.charAt(i))

|| i == len - 1) {

**if** (sign == '-') {

stack.push(-num);

}

**if** (sign == '+') {

stack.push(num);

}

**if** (sign == '\*') {

stack.push(stack.pop() \* num);

}

**if** (sign == '/') {

stack.push(stack.pop() / num);

}

sign = s.charAt(i);

num = 0;

}

}

**int** re = 0;

**for** (**int** i : stack) {

re += i;

}

**return** re;

}

}

# [Summary Ranges](https://leetcode.com/problems/summary-ranges)

Given a sorted integer array without duplicates, return the summary of its ranges.

For example, given [0,1,2,4,5,7], return ["0->2","4->5","7"].

**public** **class** Solution {

**public** List<String> summaryRanges(**int**[] nums) {

StringBuilder sb = **new** StringBuilder();

List<String> result = **new** LinkedList<String>();

**int** lastNum = 0;

**boolean** addP = **false**;

**for** (**int** i = 0; i < nums.length; ++i) {

**int** temp = nums[i];

**if** (sb.length() == 0) {

sb.append(temp);

lastNum = temp;

**continue**;

}

**if** (lastNum == temp - 1) {

addP = **true**;

lastNum = temp;

} **else** {

**if** (addP) {

sb.append("->");

addP = **false**;

sb.append(lastNum);

}

result.add(sb.toString());

sb = **new** StringBuilder();

--i;

}

}

**if** (sb.length() > 0) {

**if** (addP) {

sb.append("->");

sb.append(lastNum);

}

result.add(sb.toString());

}

**return** result;

}

}

# [Majority Element II](https://leetcode.com/problems/majority-element-ii)

Given an integer array of size *n*, find all elements that appear more than ⌊ n/3 ⌋ times. The algorithm should run in linear time and in O(1) space.

**public** **class** Solution {

**public** List<Integer> majorityElement(**int**[] nums) {

**if** (nums == **null** || nums.length == 0)

**return** **new** ArrayList<Integer>();

List<Integer> result = **new** ArrayList<Integer>();

**int** number1 = nums[0], number2 = nums[0], count1 = 0, count2 = 0,

len = nums.length;

**for** (**int** i = 0; i < len; i++) {

**if** (nums[i] == number1)

count1++;

**else** **if** (nums[i] == number2)

count2++;

**else** **if** (count1 == 0) {

number1 = nums[i];

count1 = 1;

} **else** **if** (count2 == 0) {

number2 = nums[i];

count2 = 1;

} **else** {

count1--;

count2--;

}

}

count1 = 0;

count2 = 0;

**for** (**int** i = 0; i < len; i++) {

**if** (nums[i] == number1)

count1++;

**else** **if** (nums[i] == number2)

count2++;

}

**if** (count1 > len / 3)

result.add(number1);

**if** (count2 > len / 3)

result.add(number2);

**return** result;

}

}

# [Kth Smallest Element in a BST](https://leetcode.com/problems/kth-smallest-element-in-a-bst)

Given a binary search tree, write a function kthSmallest to find the **k**th smallest element in it.

**Note:**  
You may assume k is always valid, 1 ? k ? BST's total elements.

**Follow up:**  
What if the BST is modified (insert/delete operations) often and you need to find the kth smallest frequently? How would you optimize the kthSmallest routine?

**public** **class** Solution {

**public** **int** kthSmallest(TreeNode root, **int** k) {

**int** count = countNodes(root.left);

**if** (k <= count)

**return** kthSmallest(root.left, k);

**else** **if** (k > count + 1)

**return** kthSmallest(root.right, k - 1 - count);

**return** root.val;

}

**public** **int** countNodes(TreeNode n) {

**if** (n == **null**)

**return** 0;

**return** 1 + countNodes(n.left) + countNodes(n.right);

}

}

# [Power of Two](https://leetcode.com/problems/power-of-two)

Given an integer, write a function to determine if it is a power of two.

**public** **class** Solution {

**public** **boolean** isPowerOfTwo(**int** n) {

**if** (n <= 0)

**return** **false**;

**return** (n & (n - 1)) == 0;

}

}

**public** **class** Solution {

**public** **boolean** isPowerOfTwo(**int** n) {

**return** n > 0 && Integer.*bitCount*(n) == 1;

}

}

# [Implement Queue using Stacks](https://leetcode.com/problems/implement-queue-using-stacks)

Implement the following operations of a queue using stacks.

* push(x) -- Push element x to the back of queue.
* pop() -- Removes the element from in front of queue.
* peek() -- Get the front element.
* empty() -- Return whether the queue is empty.

**Notes:**

* You must use *only* standard operations of a stack -- which means only push to top, peek/pop from top, size, and is emptyoperations are valid.
* Depending on your language, stack may not be supported natively. You may simulate a stack by using a list or deque (double-ended queue), as long as you use only standard operations of a stack.
* You may assume that all operations are valid (for example, no pop or peek operations will be called on an empty queue).

**public** **class** MyQueue {

**private** **int** front;

**private** Stack<Integer> s1 = **new** Stack<>();

**private** Stack<Integer> s2 = **new** Stack<>();

**public** MyQueue() {

}

**public** **void** push(**int** x) {

**if** (s1.empty())

front = x;

s1.push(x);

}

**public** **int** pop() {

**if** (s2.isEmpty())

**while** (!s1.isEmpty())

s2.push(s1.pop());

**return** s2.pop();

}

**public** **int** peek() {

**if** (!s2.isEmpty())

**return** s2.peek();

**return** front;

}

**public** **boolean** empty() {

**return** s1.isEmpty() && s2.isEmpty();

}

}

# [Number of Digit One](https://leetcode.com/problems/number-of-digit-one)

Given an integer n, count the total number of digit 1 appearing in all non-negative integers less than or equal to n.

For example:  
Given n = 13,  
Return 6, because digit 1 occurred in the following numbers: 1, 10, 11, 12, 13.

**public** **class** Solution {

**public** **int** countDigitOne(**int** n) {

**int** countr = 0;

**for** (**long** i = 1; i <= n; i \*= 10) {

**long** divider = i \* 10;

countr += (n / divider) \* i

+ Math.*min*(Math.*max*(n % divider - i + 1, 0L), i);

}

**return** countr;

}

}

# [Palindrome Linked List](https://leetcode.com/problems/palindrome-linked-list)

Given a singly linked list, determine if it is a palindrome.

**Follow up:**  
Could you do it in O(n) time and O(1) space?

**public** **class** Solution {

**public** **boolean** isPalindrome(ListNode head) {

ListNode fast = head, slow = head;

**while** (fast != **null** && fast.next != **null**) {

fast = fast.next.next;

slow = slow.next;

}

**if** (fast != **null**) // odd nodes: let right half smaller

slow = slow.next;

slow = reverse(slow);

fast = head;

**while** (slow != **null**) {

**if** (fast.val != slow.val)

**return** **false**;

fast = fast.next;

slow = slow.next;

}

**return** **true**;

}

**public** ListNode reverse(ListNode head) {

ListNode prev = **null**;

**while** (head != **null**) {

ListNode next = head.next;

head.next = prev;

prev = head;

head = next;

}

**return** prev;

}

}

# [Lowest Common Ancestor of a Binary Search Tree](https://leetcode.com/problems/lowest-common-ancestor-of-a-binary-search-tree)

Given a binary search tree (BST), find the lowest common ancestor (LCA) of two given nodes in the BST.

According to the [definition of LCA on Wikipedia](https://en.wikipedia.org/wiki/Lowest_common_ancestor): “The lowest common ancestor is defined between two nodes v and w as the lowest node in T that has both v and w as descendants (where we allow **a node to be a descendant of itself**).”

\_\_\_\_\_\_\_6\_\_\_\_\_\_

/ \

\_\_\_2\_\_ \_\_\_8\_\_

/ \ / \

0 \_4 7 9

/ \

3 5

For example, the lowest common ancestor (LCA) of nodes 2 and 8 is 6. Another example is LCA of nodes 2 and 4 is 2, since a node can be a descendant of itself according to the LCA definition.

**public** **class** Solution {

**public** TreeNode lowestCommonAncestor(TreeNode root, TreeNode p,

TreeNode q) {

**while** ((root.val - p.val) \* (root.val - q.val) > 0)

root = p.val < root.val ? root.left : root.right;

**return** root;

}

}

# [Lowest Common Ancestor of a Binary Tree](https://leetcode.com/problems/lowest-common-ancestor-of-a-binary-tree)

Given a binary tree, find the lowest common ancestor (LCA) of two given nodes in the tree.

According to the [definition of LCA on Wikipedia](https://en.wikipedia.org/wiki/Lowest_common_ancestor): “The lowest common ancestor is defined between two nodes v and w as the lowest node in T that has both v and w as descendants (where we allow **a node to be a descendant of itself**).”

\_\_\_\_\_\_\_3\_\_\_\_\_\_

/ \

\_\_\_5\_\_ \_\_\_1\_\_

/ \ / \

6 \_2 0 8

/ \

7 4

For example, the lowest common ancestor (LCA) of nodes 5 and 1 is 3. Another example is LCA of nodes 5 and 4 is 5, since a node can be a descendant of itself according to the LCA definition.

**public** **class** Solution {

**public** TreeNode lowestCommonAncestor(TreeNode root, TreeNode p,

TreeNode q) {

**if** (root == **null** || root == p || root == q)

**return** root;

TreeNode left = lowestCommonAncestor(root.left, p, q);

TreeNode right = lowestCommonAncestor(root.right, p, q);

**return** left == **null** ? right : right == **null** ? left : root;

}

}

# [Delete Node in a Linked List](https://leetcode.com/problems/delete-node-in-a-linked-list)

Write a function to delete a node (except the tail) in a singly linked list, given only access to that node.

Supposed the linked list is 1 -> 2 -> 3 -> 4 and you are given the third node with value 3, the linked list should become 1 -> 2 -> 4 after calling your function.

**public** **class** Solution {

**public** **void** deleteNode(ListNode node) {

node.val = node.next.val;

node.next = node.next.next;

}

}

# [Product of Array Except Self](https://leetcode.com/problems/product-of-array-except-self)

Given an array of *n* integers where *n* > 1, nums, return an array output such that output[i] is equal to the product of all the elements of nums except nums[i].

Solve it **without division** and in O(*n*).

For example, given [1,2,3,4], return [24,12,8,6].

**Follow up:**  
Could you solve it with constant space complexity? (Note: The output array **does not** count as extra space for the purpose of space complexity analysis.)

**public** **class** Solution {

**public** **int**[] productExceptSelf(**int**[] nums) {

**int** n = nums.length;

**int**[] res = **new** **int**[n];

res[0] = 1;

**for** (**int** i = 1; i < n; i++) {

res[i] = res[i - 1] \* nums[i - 1];

}

**int** right = 1;

**for** (**int** i = n - 1; i >= 0; i--) {

res[i] \*= right;

right \*= nums[i];

}

**return** res;

}

}

# [Sliding Window Maximum](https://leetcode.com/problems/sliding-window-maximum)

Given an array *nums*, there is a sliding window of size *k* which is moving from the very left of the array to the very right. You can only see the *k* numbers in the window. Each time the sliding window moves right by one position.

For example,  
Given *nums* = [1,3,-1,-3,5,3,6,7], and *k* = 3.

Window position Max

--------------- -----

[1 3 -1] -3 5 3 6 7 3

1 [3 -1 -3] 5 3 6 7 3

1 3 [-1 -3 5] 3 6 7 5

1 3 -1 [-3 5 3] 6 7 5

1 3 -1 -3 [5 3 6] 7 6

1 3 -1 -3 5 [3 6 7] 7

Therefore, return the max sliding window as [3,3,5,5,6,7].

**Note:**  
You may assume *k* is always valid, ie: 1 ≤ k ≤ input array's size for non-empty array.

**Follow up:**  
Could you solve it in linear time?

**public** **class** Solution {

**public** **int**[] maxSlidingWindow(**int**[] nums, **int** k) {

**if** (nums == **null** || k <= 0)

**return** **new** **int**[0];

**int** n = nums.length;

**int**[] r = **new** **int**[n - k + 1];

**int** ri = 0;

Deque<Integer> q = **new** ArrayDeque<>();

**for** (**int** i = 0; i < nums.length; i++) {

**while** (!q.isEmpty() && q.peek() < i - k + 1)

q.poll();

**while** (!q.isEmpty() && nums[q.peekLast()] < nums[i])

q.pollLast();

q.offer(i);

**if** (i >= k - 1)

r[ri++] = nums[q.peek()];

}

**return** r;

}

}

# [Search a 2D Matrix II](https://leetcode.com/problems/search-a-2d-matrix-ii)

Write an efficient algorithm that searches for a value in an *m* x *n* matrix. This matrix has the following properties:

* Integers in each row are sorted in ascending from left to right.
* Integers in each column are sorted in ascending from top to bottom.

For example,

Consider the following matrix:

[ [1, 4, 7, 11, 15],

[2, 5, 8, 12, 19],

[3, 6, 9, 16, 22],

[10, 13, 14, 17, 24],

[18, 21, 23, 26, 30]]

Given **target** = 5, return true.

Given **target** = 20, return false.

**public** **class** Solution {

**public** **boolean** searchMatrix(**int**[][] matrix, **int** target) {

**if** (matrix == **null** || matrix.length < 1 || matrix[0].length < 1) {

**return** **false**;

}

**int** col = matrix[0].length - 1;

**int** row = 0;

**while** (col >= 0 && row <= matrix.length - 1) {

**if** (target == matrix[row][col]) {

**return** **true**;

} **else** **if** (target < matrix[row][col]) {

col--;

} **else** **if** (target > matrix[row][col]) {

row++;

}

}

**return** **false**;

}

}

# [Different Ways to Add Parentheses](https://leetcode.com/problems/different-ways-to-add-parentheses)

Given a string of numbers and operators, return all possible results from computing all the different possible ways to group numbers and operators. The valid operators are +, - and \*.

**Example 1**

Input: "2-1-1".

((2-1)-1) = 0

(2-(1-1)) = 2

Output: [0, 2]

**Example 2**

Input: "2\*3-4\*5"

(2\*(3-(4\*5))) = -34

((2\*3)-(4\*5)) = -14

((2\*(3-4))\*5) = -10

(2\*((3-4)\*5)) = -10

(((2\*3)-4)\*5) = 10

Output: [-34, -14, -10, -10, 10]

**public** **class** Solution {

**public** List<Integer> diffWaysToCompute(String input) {

List<Integer> ret = **new** LinkedList<Integer>();

**for** (**int** i = 0; i < input.length(); i++) {

**if** (input.charAt(i) == '-' || input.charAt(i) == '\*'

|| input.charAt(i) == '+') {

String part1 = input.substring(0, i);

String part2 = input.substring(i + 1);

List<Integer> part1Ret = diffWaysToCompute(part1);

List<Integer> part2Ret = diffWaysToCompute(part2);

**for** (Integer p1 : part1Ret) {

**for** (Integer p2 : part2Ret) {

**int** c = 0;

**switch** (input.charAt(i)) {

**case** '+':

c = p1 + p2;

**break**;

**case** '-':

c = p1 - p2;

**break**;

**case** '\*':

c = p1 \* p2;

**break**;

}

ret.add(c);

}

}

}

}

**if** (ret.size() == 0) {

ret.add(Integer.*valueOf*(input));

}

**return** ret;

}

}

# [Valid Anagram](https://leetcode.com/problems/valid-anagram)

Given two strings *s* and *t*, write a function to determine if *t* is an anagram of *s*.

For example,  
*s* = "anagram", *t* = "nagaram", return true.  
*s* = "rat", *t* = "car", return false.

**Note:**  
You may assume the string contains only lowercase alphabets.

**Follow up:**  
What if the inputs contain unicode characters? How would you adapt your solution to such case?

**public** **class** Solution {

**public** **boolean** isAnagram(String s, String t) {

**if** (s.length() != t.length()) {

**return** **false**;

}

**int**[] counter = **new** **int**[26];

**for** (**int** i = 0; i < s.length(); i++) {

counter[s.charAt(i) - 'a']++;

counter[t.charAt(i) - 'a']--;

}

**for** (**int** count : counter) {

**if** (count != 0) {

**return** **false**;

}

}

**return** **true**;

}

}

# [Shortest Word Distance](https://leetcode.com/problems/shortest-word-distance)

Given a list of words and two words *word1* and *word2*, return the shortest distance between these two words in the list.

For example,  
Assume that words = ["practice", "makes", "perfect", "coding", "makes"].

Given *word1* = “coding”, *word2* = “practice”, return 3.  
Given *word1* = "makes", *word2* = "coding", return 1.

**Note:**  
You may assume that *word1* **does not equal to** *word2*, and *word1* and *word2* are both in the list.

**public** **class** Solution {

**public** **int** shortestDistance(String[] words, String word1, String word2) {

**int** i1 = -1, i2 = -1;

**int** minDistance = words.length;

**for** (**int** i = 0; i < words.length; i++) {

**if** (words[i].equals(word1)) {

i1 = i;

} **else** **if** (words[i].equals(word2)) {

i2 = i;

}

**if** (i1 != -1 && i2 != -1) {

minDistance = Math.*min*(minDistance, Math.*abs*(i1 - i2));

}

}

**return** minDistance;

}

}

# [Shortest Word Distance II](https://leetcode.com/problems/shortest-word-distance-ii)

This is a **follow up** of [Shortest Word Distance](https://leetcode.com/problems/shortest-word-distance). The only difference is now you are given the list of words and your method will be called *repeatedly* many times with different parameters. How would you optimize it?

Design a class which receives a list of words in the constructor, and implements a method that takes two words *word1* and *word2* and return the shortest distance between these two words in the list.

For example,  
Assume that words = ["practice", "makes", "perfect", "coding", "makes"].

Given *word1* = “coding”, *word2* = “practice”, return 3.  
Given *word1* = "makes", *word2* = "coding", return 1.

**Note:**  
You may assume that *word1* **does not equal to** *word2*, and *word1* and *word2* are both in the list.

**public** **class** WordDistance {

**private** Map<String, List<Integer>> map;

**public** WordDistance(String[] words) {

map = **new** HashMap<String, List<Integer>>();

**for** (**int** i = 0; i < words.length; i++) {

String w = words[i];

**if** (map.containsKey(w)) {

map.get(w).add(i);

} **else** {

List<Integer> list = **new** ArrayList<Integer>();

list.add(i);

map.put(w, list);

}

}

}

**public** **int** shortest(String word1, String word2) {

List<Integer> list1 = map.get(word1);

List<Integer> list2 = map.get(word2);

**int** ret = Integer.***MAX\_VALUE***;

**for** (**int** i = 0, j = 0; i < list1.size() && j < list2.size();) {

**int** index1 = list1.get(i), index2 = list2.get(j);

**if** (index1 < index2) {

ret = Math.*min*(ret, index2 - index1);

i++;

} **else** {

ret = Math.*min*(ret, index1 - index2);

j++;

}

}

**return** ret;

}

}

# [Shortest Word Distance III](https://leetcode.com/problems/shortest-word-distance-iii)

This is a **follow up** of [Shortest Word Distance](https://leetcode.com/problems/shortest-word-distance). The only difference is now *word1* could be the same as *word2*.

Given a list of words and two words *word1* and *word2*, return the shortest distance between these two words in the list.

*word1* and *word2* may be the same and they represent two individual words in the list.

For example,  
Assume that words = ["practice", "makes", "perfect", "coding", "makes"].

Given *word1* = “makes”, *word2* = “coding”, return 1.  
Given *word1* = "makes", *word2* = "makes", return 3.

**Note:**  
You may assume *word1* and *word2* are both in the list.

**public** **class** Solution {

**public** **int** shortestWordDistance(String[] words, String word1,

String word2) {

**long** dist = Integer.***MAX\_VALUE***, i1 = dist, i2 = -dist;

**for** (**int** i = 0; i < words.length; i++) {

**if** (words[i].equals(word1))

i1 = i;

**if** (words[i].equals(word2)) {

**if** (word1.equals(word2))

i1 = i2;

i2 = i;

}

dist = Math.*min*(dist, Math.*abs*(i1 - i2));

}

**return** (**int**) dist;

}

}

# [Strobogrammatic Number](https://leetcode.com/problems/strobogrammatic-number)

A strobogrammatic number is a number that looks the same when rotated 180 degrees (looked at upside down).

Write a function to determine if a number is strobogrammatic. The number is represented as a string.

For example, the numbers "69", "88", and "818" are all strobogrammatic.

**public** **class** Solution {

**public** **boolean** isStrobogrammatic(String num) {

**for** (**int** i = 0, j = num.length() - 1; i <= j; i++, j--)

**if** (!"00 11 88 696".contains(num.charAt(i) + "" + num.charAt(j)))

**return** **false**;

**return** **true**;

}

}

# [Strobogrammatic Number II](https://leetcode.com/problems/strobogrammatic-number-ii)

A strobogrammatic number is a number that looks the same when rotated 180 degrees (looked at upside down).

Find all strobogrammatic numbers that are of length = n.

For example,  
Given n = 2, return ["11","69","88","96"].

**public** **class** Solution {

**public** List<String> findStrobogrammatic(**int** n) {

**return** helper(n, n);

}

List<String> helper(**int** n, **int** m) {

**if** (n == 0)

**return** **new** ArrayList<String>(Arrays.*asList*(""));

**if** (n == 1)

**return** **new** ArrayList<String>(Arrays.*asList*("0", "1", "8"));

List<String> list = helper(n - 2, m);

List<String> res = **new** ArrayList<String>();

**for** (**int** i = 0; i < list.size(); i++) {

String s = list.get(i);

**if** (n != m)

res.add("0" + s + "0");

res.add("1" + s + "1");

res.add("6" + s + "9");

res.add("8" + s + "8");

res.add("9" + s + "6");

}

**return** res;

}

}

# [Strobogrammatic Number III](https://leetcode.com/problems/strobogrammatic-number-iii)

A strobogrammatic number is a number that looks the same when rotated 180 degrees (looked at upside down).

Write a function to count the total strobogrammatic numbers that exist in the range of low <= num <= high.

For example,  
Given low = "50", high = "100", return 3. Because 69, 88, and 96 are three strobogrammatic numbers.

**Note:**  
Because the range might be a large number, the *low* and *high* numbers are represented as string.

**public** **class** Solution {

**private** **static** **final** **char**[][] ***pairs*** = { { '0', '0' }, { '1', '1' },

{ '6', '9' }, { '8', '8' }, { '9', '6' } };

**public** **int** strobogrammaticInRange(String low, String high) {

**int**[] count = { 0 };

**for** (**int** len = low.length(); len <= high.length(); len++) {

**char**[] c = **new** **char**[len];

dfs(low, high, c, 0, len - 1, count);

}

**return** count[0];

}

**public** **void** dfs(String low, String high, **char**[] c, **int** left, **int** right,

**int**[] count) {

**if** (left > right) {

String s = **new** String(c);

**if** ((s.length() == low.length() && s.compareTo(low) < 0)

|| (s.length() == high.length() && s.compareTo(high) > 0)) {

**return**;

}

count[0]++;

**return**;

}

**for** (**char**[] p : ***pairs***) {

c[left] = p[0];

c[right] = p[1];

**if** (c.length != 1 && c[0] == '0') {

**continue**;

}

**if** (left == right && p[0] != p[1]) {

**continue**;

}

dfs(low, high, c, left + 1, right - 1, count);

}

}

}

# [Group Shifted Strings](https://leetcode.com/problems/group-shifted-strings)

Given a string, we can "shift" each of its letter to its successive letter, for example: "abc" -> "bcd". We can keep "shifting" which forms the sequence:

"abc" -> "bcd" -> ... -> "xyz"

Given a list of strings which contains only lowercase alphabets, group all strings that belong to the same shifting sequence.

For example, given: ["abc", "bcd", "acef", "xyz", "az", "ba", "a", "z"],   
A solution is:

[ ["abc","bcd","xyz"],

["az","ba"],

["acef"],

["a","z"]]

**public** **class** Solution {

**public** List<List<String>> groupStrings(String[] strings) {

HashMap<String, ArrayList<String>> map = **new** HashMap<String, ArrayList<String>>();

**for** (String s : strings) {

StringBuilder keySb = **new** StringBuilder();

**for** (**int** i = 1; i < s.length(); i++)

keySb.append(String.*format*("%2d",

(s.charAt(i) - s.charAt(i - 1) + 26) % 26));

String key = keySb.toString();

**if** (!map.containsKey(key))

map.put(key, **new** ArrayList<String>());

map.get(key).add(s);

}

**return** **new** ArrayList<List<String>>(map.values());

}

}

# [Count Univalue Subtrees](https://leetcode.com/problems/count-univalue-subtrees)

Given a binary tree, count the number of uni-value subtrees.

A Uni-value subtree means all nodes of the subtree have the same value.

For example:  
Given binary tree,

5

/ \

1 5

/ \ \

5 5 5

return 4.

**public** **class** Solution {

**public** **int** countUnivalSubtrees(TreeNode root) {

**int**[] count = **new** **int**[1];

helper(root, count);

**return** count[0];

}

**private** **boolean** helper(TreeNode node, **int**[] count) {

**if** (node == **null**) {

**return** **true**;

}

**boolean** left = helper(node.left, count);

**boolean** right = helper(node.right, count);

**if** (left && right) {

**if** (node.left != **null** && node.val != node.left.val) {

**return** **false**;

}

**if** (node.right != **null** && node.val != node.right.val) {

**return** **false**;

}

count[0]++;

**return** **true**;

}

**return** **false**;

}

}

# [Flatten 2D Vector](https://leetcode.com/problems/flatten-2d-vector)

Implement an iterator to flatten a 2d vector.

For example,  
Given 2d vector =

[ [1,2],

[3],

[4,5,6]]

By calling *next* repeatedly until *hasNext* returns false, the order of elements returned by *next* should be: [1,2,3,4,5,6].

**Follow up:**  
As an added challenge, try to code it using only [iterators in C++](http://www.cplusplus.com/reference/iterator/iterator/) or [iterators in Java](http://docs.oracle.com/javase/7/docs/api/java/util/Iterator.html).

**public** **class** Vector2D **implements** Iterator<Integer> {

**private** Iterator<List<Integer>> i;

**private** Iterator<Integer> j;

**public** Vector2D(List<List<Integer>> vec2d) {

i = vec2d.iterator();

}

@Override

**public** Integer next() {

hasNext();

**return** j.next();

}

@Override

**public** **boolean** hasNext() {

**while** ((j == **null** || !j.hasNext()) && i.hasNext())

j = i.next().iterator();

**return** j != **null** && j.hasNext();

}

}

# [Meeting Rooms](https://leetcode.com/problems/meeting-rooms)

Given an array of meeting time intervals consisting of start and end times [[s1,e1],[s2,e2],...] (si < ei), determine if a person could attend all meetings.

For example,  
Given [[0, 30],[5, 10],[15, 20]],  
return false.

**public** **class** Solution {

**public** **boolean** canAttendMeetings(Interval[] intervals) {

**if** (intervals == **null**)

**return** **false**;

Arrays.*sort*(intervals, (a, b) -> (a.start - b.start));

**for** (**int** i = 1; i < intervals.length; i++)

**if** (intervals[i].start < intervals[i - 1].end)

**return** **false**;

**return** **true**;

}

}

# [Meeting Rooms II](https://leetcode.com/problems/meeting-rooms-ii)

Given an array of meeting time intervals consisting of start and end times [[s1,e1],[s2,e2],...] (si < ei), find the minimum number of conference rooms required.

For example,  
Given [[0, 30],[5, 10],[15, 20]],  
return 2.

**public** **class** Solution {

**public** **int** minMeetingRooms(Interval[] intervals) {

**int**[] starts = **new** **int**[intervals.length];

**int**[] ends = **new** **int**[intervals.length];

**for** (**int** i = 0; i < intervals.length; i++) {

starts[i] = intervals[i].start;

ends[i] = intervals[i].end;

}

Arrays.*sort*(starts);

Arrays.*sort*(ends);

**int** rooms = 0;

**int** endsItr = 0;

**for** (**int** i = 0; i < starts.length; i++) {

**if** (starts[i] < ends[endsItr])

rooms++;

**else**

endsItr++;

}

**return** rooms;

}

}

思路：如果需要更多会议室，则结束点大于另一个会议的起始点。排序起始和终止点，找出结束点大于起始点（除自身）的个数。

# [Factor Combinations](https://leetcode.com/problems/factor-combinations)

Numbers can be regarded as product of its factors. For example,

8 = 2 x 2 x 2;

= 2 x 4.

Write a function that takes an integer *n* and return all possible combinations of its factors.

**Note:**

1. You may assume that *n* is always positive.
2. Factors should be greater than 1 and less than *n*.

**Examples:**  
input: 1  
output:

[]

input: 37  
output: 

[]

input: 12  
output:

[ [2, 6],

[2, 2, 3],

[3, 4]]

input: 32  
output:

[ [2, 16],

[2, 2, 8],

[2, 2, 2, 4],

[2, 2, 2, 2, 2],

[2, 4, 4],

[4, 8]]

**public** **class** Solution {

**public** List<List<Integer>> getFactors(**int** n) {

List<List<Integer>> result = **new** ArrayList<List<Integer>>();

helper(result, **new** ArrayList<Integer>(), n, 2);

**return** result;

}

**public** **void** helper(List<List<Integer>> result, List<Integer> item, **int** n,

**int** start) {

**if** (n <= 1) {

**if** (item.size() > 1) {

result.add(**new** ArrayList<Integer>(item));

}

**return**;

}

**for** (**int** i = start; i <= n; ++i) {

**if** (n % i == 0) {

item.add(i);

helper(result, item, n / i, i);

item.remove(item.size() - 1);

}

}

}

}

# [Verify Preorder Sequence in Binary Search Tree](https://leetcode.com/problems/verify-preorder-sequence-in-binary-search-tree)

Given an array of numbers, verify whether it is the correct preorder traversal sequence of a binary search tree.

You may assume each number in the sequence is unique.

**Follow up:**  
Could you do it using only constant space complexity?

**public** **class** Solution {

**public** **boolean** verifyPreorder(**int**[] preorder) {

**int** low = Integer.***MIN\_VALUE***;

Stack<Integer> path = **new** Stack<>();

**for** (**int** p : preorder) {

**if** (p < low)

**return** **false**;

**while** (!path.empty() && p > path.peek())

low = path.pop();

path.push(p);

}

**return** **true**;

}

}

**public** **class** Solution {

**public** **boolean** verifyPreorder(**int**[] preorder) {

**int** low = Integer.***MIN\_VALUE***, i = -1;

**for** (**int** p : preorder) {

**if** (p < low)

**return** **false**;

**while** (i >= 0 && p > preorder[i])

low = preorder[i--];

preorder[++i] = p;

}

**return** **true**;

}

}

# [Paint House](https://leetcode.com/problems/paint-house)

There are a row of *n* houses, each house can be painted with one of the three colors: red, blue or green. The cost of painting each house with a certain color is different. You have to paint all the houses such that no two adjacent houses have the same color.

The cost of painting each house with a certain color is represented by a *n* x *3* cost matrix. For example, costs[0][0] is the cost of painting house 0 with color red; costs[1][2] is the cost of painting house 1 with color green, and so on... Find the minimum cost to paint all houses.

**Note:**  
All costs are positive integers.

**public** **class** Solution {

**public** **int** minCost(**int**[][] costs) {

**if** (costs == **null** || costs.length == 0) {

**return** 0;

}

**for** (**int** i = 1; i < costs.length; i++) {

costs[i][0] += Math.*min*(costs[i - 1][1], costs[i - 1][2]);

costs[i][1] += Math.*min*(costs[i - 1][0], costs[i - 1][2]);

costs[i][2] += Math.*min*(costs[i - 1][1], costs[i - 1][0]);

}

**int** n = costs.length - 1;

**return** Math.*min*(Math.*min*(costs[n][0], costs[n][1]), costs[n][2]);

}

}

# [Binary Tree Paths](https://leetcode.com/problems/binary-tree-paths)

Given a binary tree, return all root-to-leaf paths.

For example, given the following binary tree:

1

/ \

2 3

\

5

All root-to-leaf paths are:

["1->2->5", "1->3"]

**public** **class** Solution {

**public** List<String> binaryTreePaths(TreeNode root) {

List<String> answer = **new** ArrayList<String>();

**if** (root != **null**)

searchBT(root, "", answer);

**return** answer;

}

**private** **void** searchBT(TreeNode root, String path, List<String> answer) {

**if** (root.left == **null** && root.right == **null**)

answer.add(path + root.val);

**if** (root.left != **null**)

searchBT(root.left, path + root.val + "->", answer);

**if** (root.right != **null**)

searchBT(root.right, path + root.val + "->", answer);

}

}

# [Add Digits](https://leetcode.com/problems/add-digits)

Given a non-negative integer num, repeatedly add all its digits until the result has only one digit.

For example:

Given num = 38, the process is like: 3 + 8 = 11, 1 + 1 = 2. Since 2 has only one digit, return it.

**Follow up:**  
Could you do it without any loop/recursion in O(1) runtime?

Ref: Digit Root: <https://en.wikipedia.org/wiki/Digital_root#Congruence_formula>

**public** **class** Solution {

**public** **int** addDigits(**int** num) {

**return** 1 + (num - 1) % 9;

}

}

# [3Sum Smaller](https://leetcode.com/problems/3sum-smaller)

Given an array of *n* integers *nums* and a *target*, find the number of index triplets i, j, k with 0 <= i < j < k < n that satisfy the condition nums[i] + nums[j] + nums[k] < target.

For example, given *nums* = [-2, 0, 1, 3], and *target* = 2.

Return 2. Because there are two triplets which sums are less than 2:

[-2, 0, 1]

[-2, 0, 3]

**Follow up:**  
Could you solve it in *O*(*n*2) runtime?

**public** **class** Solution {

**public** **int** threeSumSmaller(**int**[] nums, **int** target) {

Arrays.*sort*(nums);

**int** sum = 0;

**for** (**int** i = 0; i < nums.length - 2; i++) {

sum += twoSumSmaller(nums, i + 1, target - nums[i]);

}

**return** sum;

}

**private** **int** twoSumSmaller(**int**[] nums, **int** startIndex, **int** target) {

**int** sum = 0;

**int** left = startIndex;

**int** right = nums.length - 1;

**while** (left < right) {

**if** (nums[left] + nums[right] < target) {

sum += right - left;

left++;

} **else**

right--;

}

**return** sum;

}

}

# [Single Number III](https://leetcode.com/problems/single-number-iii)

Given an array of numbers nums, in which exactly two elements appear only once and all the other elements appear exactly twice. Find the two elements that appear only once.

For example:

Given nums = [1, 2, 1, 3, 2, 5], return [3, 5].

**Note**:

1. The order of the result is not important. So in the above example, [5, 3] is also correct.
2. Your algorithm should run in linear runtime complexity. Could you implement it using only constant space complexity?

**public** **class** Solution {

**public** **int**[] singleNumber(**int**[] nums) {

**int** diff = 0;

**for** (**int** num : nums) {

diff ^= num;

}

diff &= -diff;

**int**[] rets = { 0, 0 };

**for** (**int** num : nums) {

**if** ((num & diff) == 0)

rets[0] ^= num;

**else**

rets[1] ^= num;

}

**return** rets;

}

}

# [Graph Valid Tree](https://leetcode.com/problems/graph-valid-tree)

Given n nodes labeled from 0 to n - 1 and a list of undirected edges (each edge is a pair of nodes), write a function to check whether these edges make up a valid tree.

For example:

Given n = 5 and edges = [[0, 1], [0, 2], [0, 3], [1, 4]], return true.

Given n = 5 and edges = [[0, 1], [1, 2], [2, 3], [1, 3], [1, 4]], return false.

**Note**: you can assume that no duplicate edges will appear in edges. Since all edges are undirected, [0, 1] is the same as [1, 0]and thus will not appear together in edges.

**public** **class** Solution {

**public** **boolean** validTree(**int** n, **int**[][] edges) {

**int**[] nums = **new** **int**[n];

Arrays.*fill*(nums, -1);

**for** (**int** i = 0; i < edges.length; i++) {

**int** x = find(nums, edges[i][0]);

**int** y = find(nums, edges[i][1]);

**if** (x == y)

**return** **false**;

nums[x] = y;

}

**return** edges.length == n - 1;

}

**int** find(**int** nums[], **int** i) {

**if** (nums[i] == -1)

**return** i;

**return** find(nums, nums[i]);

}

}

# [Trips and Users](https://leetcode.com/problems/trips-and-users)

|  |
| --- |
| **Create** **table** **If** **Not** **Exists** Trips (**Id** int, Client\_Id int, Driver\_Id int, City\_Id int, **Status** ENUM('completed', 'cancelled\_by\_driver', 'cancelled\_by\_client'), Request\_at varchar(50)); **Create** **table** **If** **Not** **Exists** **Users** (Users\_Id int, Banned varchar(50), **Role** ENUM('client', 'driver', 'partner')); **Truncate** **table** Trips; **insert** **into** Trips (**Id**, Client\_Id, Driver\_Id, City\_Id, **Status**, Request\_at) **values** ('1', '1', '10', '1', 'completed', '2013-10-01'); **insert** **into** Trips (**Id**, Client\_Id, Driver\_Id, City\_Id, **Status**, Request\_at) **values** ('2', '2', '11', '1', 'cancelled\_by\_driver', '2013-10-01'); **insert** **into** Trips (**Id**, Client\_Id, Driver\_Id, City\_Id, **Status**, Request\_at) **values** ('3', '3', '12', '6', 'completed', '2013-10-01'); **insert** **into** Trips (**Id**, Client\_Id, Driver\_Id, City\_Id, **Status**, Request\_at) **values** ('4', '4', '13', '6', 'cancelled\_by\_client', '2013-10-01'); **insert** **into** Trips (**Id**, Client\_Id, Driver\_Id, City\_Id, **Status**, Request\_at) **values** ('5', '1', '10', '1', 'completed', '2013-10-02'); **insert** **into** Trips (**Id**, Client\_Id, Driver\_Id, City\_Id, **Status**, Request\_at) **values** ('6', '2', '11', '6', 'completed', '2013-10-02'); **insert** **into** Trips (**Id**, Client\_Id, Driver\_Id, City\_Id, **Status**, Request\_at) **values** ('7', '3', '12', '6', 'completed', '2013-10-02'); **insert** **into** Trips (**Id**, Client\_Id, Driver\_Id, City\_Id, **Status**, Request\_at) **values** ('8', '2', '12', '12', 'completed', '2013-10-03'); **insert** **into** Trips (**Id**, Client\_Id, Driver\_Id, City\_Id, **Status**, Request\_at) **values** ('9', '3', '10', '12', 'completed', '2013-10-03'); **insert** **into** Trips (**Id**, Client\_Id, Driver\_Id, City\_Id, **Status**, Request\_at) **values** ('10', '4', '13', '12', 'cancelled\_by\_driver', '2013-10-03'); **Truncate** **table** **Users**; **insert** **into** **Users** (Users\_Id, Banned, **Role**) **values** ('1', 'No', 'client'); **insert** **into** **Users** (Users\_Id, Banned, **Role**) **values** ('2', 'Yes', 'client'); **insert** **into** **Users** (Users\_Id, Banned, **Role**) **values** ('3', 'No', 'client'); **insert** **into** **Users** (Users\_Id, Banned, **Role**) **values** ('4', 'No', 'client'); **insert** **into** **Users** (Users\_Id, Banned, **Role**) **values** ('10', 'No', 'driver'); **insert** **into** **Users** (Users\_Id, Banned, **Role**) **values** ('11', 'No', 'driver'); **insert** **into** **Users** (Users\_Id, Banned, **Role**) **values** ('12', 'No', 'driver'); **insert** **into** **Users** (Users\_Id, Banned, **Role**) **values** ('13', 'No', 'driver'); |

The Trips table holds all taxi trips. Each trip has a unique Id, while Client\_Id and Driver\_Id are both foreign keys to the Users\_Id at the Users table. Status is an ENUM type of (‘completed’, ‘cancelled\_by\_driver’, ‘cancelled\_by\_client’).

+----+-----------+-----------+---------+--------------------+----------+

| Id | Client\_Id | Driver\_Id | City\_Id | Status |Request\_at|

+----+-----------+-----------+---------+--------------------+----------+

| 1 | 1 | 10 | 1 | completed |2013-10-01|

| 2 | 2 | 11 | 1 | cancelled\_by\_driver|2013-10-01|

| 3 | 3 | 12 | 6 | completed |2013-10-01|

| 4 | 4 | 13 | 6 | cancelled\_by\_client|2013-10-01|

| 5 | 1 | 10 | 1 | completed |2013-10-02|

| 6 | 2 | 11 | 6 | completed |2013-10-02|

| 7 | 3 | 12 | 6 | completed |2013-10-02|

| 8 | 2 | 12 | 12 | completed |2013-10-03|

| 9 | 3 | 10 | 12 | completed |2013-10-03|

| 10 | 4 | 13 | 12 | cancelled\_by\_driver|2013-10-03|

+----+-----------+-----------+---------+--------------------+----------+

The Users table holds all users. Each user has an unique Users\_Id, and Role is an ENUM type of (‘client’, ‘driver’, ‘partner’).

+----------+--------+--------+

| Users\_Id | Banned | Role |

+----------+--------+--------+

| 1 | No | client |

| 2 | Yes | client |

| 3 | No | client |

| 4 | No | client |

| 10 | No | driver |

| 11 | No | driver |

| 12 | No | driver |

| 13 | No | driver |

+----------+--------+--------+

Write a SQL query to find the cancellation rate of requests made by unbanned clients between **Oct 1, 2013** and **Oct 3, 2013**. For the above tables, your SQL query should return the following rows with the cancellation rate being rounded to *two* decimal places.

+------------+-------------------+

| Day | Cancellation Rate |

+------------+-------------------+

| 2013-10-01 | 0.33 |

| 2013-10-02 | 0.00 |

| 2013-10-03 | 0.50 |

+------------+-------------------+

**select**

t.Request\_at Day,

round(sum(case when t.Status **like** 'cancelled\_%' **then** 1 else 0 **end**)/count(\*),2) Rate

**from** Trips t

**inner** **join** Users u

**on** t.Client\_Id = u.Users\_Id **and** u.Banned='No'

**where** t.Request\_at **between** '2013-10-01' **and** '2013-10-03'

**group** **by** t.Request\_at

# [Ugly Number](https://leetcode.com/problems/ugly-number)

Write a program to check whether a given number is an ugly number.

Ugly numbers are positive numbers whose prime factors only include 2, 3, 5. For example, 6, 8 are ugly while 14 is not ugly since it includes another prime factor 7.

Note that 1 is typically treated as an ugly number.

**public** **class** Solution {

**public** **boolean** isUgly(**int** num) {

**for** (**int** i = 2; i < 6 && num > 0; i++)

**while** (num % i == 0)

num /= i;

**return** num == 1;

}

}

# [Ugly Number II](https://leetcode.com/problems/ugly-number-ii)

Write a program to find the n-th ugly number.

Ugly numbers are positive numbers whose prime factors only include 2, 3, 5. For example, 1, 2, 3, 4, 5, 6, 8, 9, 10, 12 is the sequence of the first 10 ugly numbers.

Note that 1 is typically treated as an ugly number, and *n* **does not exceed 1690**.

**public** **class** Solution {

**public** **int** nthUglyNumber(**int** n) {

**int**[] ugly = **new** **int**[n];

ugly[0] = 1;

**int** index2 = 0, index3 = 0, index5 = 0;

**int** factor2 = 2, factor3 = 3, factor5 = 5;

**for** (**int** i = 1; i < n; i++) {

**int** min = Math.*min*(Math.*min*(factor2, factor3), factor5);

ugly[i] = min;

**if** (factor2 == min)

factor2 = 2 \* ugly[++index2];

**if** (factor3 == min)

factor3 = 3 \* ugly[++index3];

**if** (factor5 == min)

factor5 = 5 \* ugly[++index5];

}

**return** ugly[n - 1];

}

}

# [Paint House II](https://leetcode.com/problems/paint-house-ii)

There are a row of *n* houses, each house can be painted with one of the *k* colors. The cost of painting each house with a certain color is different. You have to paint all the houses such that no two adjacent houses have the same color.

The cost of painting each house with a certain color is represented by a *n* x *k* cost matrix. For example, costs[0][0] is the cost of painting house 0 with color 0; costs[1][2] is the cost of painting house 1 with color 2, and so on... Find the minimum cost to paint all houses.

**Note:**  
All costs are positive integers.

**Follow up:**  
Could you solve it in *O*(*nk*) runtime?

**public** **class** Solution {

**public** **int** minCostII(**int**[][] costs) {

**if** (costs == **null** || costs.length == 0)

**return** 0;

**int** n = costs.length, k = costs[0].length;

**int** min1 = -1, min2 = -1;

**for** (**int** i = 0; i < n; i++) {

**int** last1 = min1, last2 = min2;

min1 = -1;

min2 = -1;

**for** (**int** j = 0; j < k; j++) {

**if** (j != last1)

costs[i][j] += last1 < 0 ? 0 : costs[i - 1][last1];

**else**

costs[i][j] += last2 < 0 ? 0 : costs[i - 1][last2];

**if** (min1 < 0 || costs[i][j] < costs[i][min1]) {

min2 = min1;

min1 = j;

} **else** **if** (min2 < 0 || costs[i][j] < costs[i][min2])

min2 = j;

}

}

**return** costs[n - 1][min1];

}

}

# [Palindrome Permutation](https://leetcode.com/problems/palindrome-permutation)

Given a string, determine if a permutation of the string could form a palindrome.

For example,  
"code" -> False, "aab" -> True, "carerac" -> True.

**public** **class** Solution {

**public** **boolean** canPermutePalindrome(String s) {

**int**[] map = **new** **int**[128];

**int** count = 0;

**for** (**int** i = 0; i < s.length(); i++) {

map[s.charAt(i)]++;

**if** (map[s.charAt(i)] % 2 == 0)

count--;

**else**

count++;

}

**return** count <= 1;

}

}

# [Palindrome Permutation II](https://leetcode.com/problems/palindrome-permutation-ii)

Given a string s, return all the palindromic permutations (without duplicates) of it. Return an empty list if no palindromic permutation could be form.

For example:

Given s = "aabb", return ["abba", "baab"].

Given s = "abc", return [].

**public** **class** Solution {

**public** List<String> generatePalindromes(String s) {

**int** odd = 0;

String mid = "";

List<String> res = **new** ArrayList<>();

List<Character> list = **new** ArrayList<>();

Map<Character, Integer> map = **new** HashMap<>();

**for** (**int** i = 0; i < s.length(); i++) {

**char** c = s.charAt(i);

map.put(c, map.containsKey(c) ? map.get(c) + 1 : 1);

odd += map.get(c) % 2 != 0 ? 1 : -1;

}

**if** (odd > 1)

**return** res;

**for** (Map.Entry<Character, Integer> entry : map.entrySet()) {

**char** key = entry.getKey();

**int** val = entry.getValue();

**if** (val % 2 != 0)

mid += key;

**for** (**int** i = 0; i < val / 2; i++)

list.add(key);

}

getPerm(list, mid, **new** **boolean**[list.size()], **new** StringBuilder(), res);

**return** res;

}

**void** getPerm(List<Character> list, String mid, **boolean**[] used,

StringBuilder sb, List<String> res) {

**if** (sb.length() == list.size()) {

res.add(sb.toString() + mid + sb.reverse().toString());

sb.reverse();

**return**;

}

**for** (**int** i = 0; i < list.size(); i++) {

**if** (i > 0 && list.get(i) == list.get(i - 1) && !used[i - 1])

**continue**;

**if** (!used[i]) {

used[i] = **true**;

sb.append(list.get(i));

getPerm(list, mid, used, sb, res);

used[i] = **false**;

sb.deleteCharAt(sb.length() - 1);

}

}

}

}

# [Missing Number](https://leetcode.com/problems/missing-number)

Given an array containing *n* distinct numbers taken from 0, 1, 2, ..., n, find the one that is missing from the array.

For example,  
Given *nums* = [0, 1, 3] return 2.

**Note**:  
Your algorithm should run in linear runtime complexity. Could you implement it using only constant extra space complexity?

**public** **class** Solution {

**public** **int** missingNumber(**int**[] nums) {

**int** xor = 0, i = 0;

**for** (i = 0; i < nums.length; i++)

xor = xor ^ i ^ nums[i];

**return** xor ^ i;

}

}

# [Alien Dictionary](https://leetcode.com/problems/alien-dictionary)

There is a new alien language which uses the latin alphabet. However, the order among letters are unknown to you. You receive a list of **non-empty** words from the dictionary, where **words are sorted lexicographically by the rules of this new language**. Derive the order of letters in this language.

**Example 1:**  
Given the following words in dictionary,

[ "wrt",

"wrf",

"er",

"ett",

"rftt"]

The correct order is: "wertf".

**Example 2:**  
Given the following words in dictionary,

[ "z",

"x"]

The correct order is: "zx".

**Example 3:**  
Given the following words in dictionary,

[ "z",

"x",

"z"]

The order is invalid, so return "".

**Note:**

1. You may assume all letters are in lowercase.
2. You may assume that if a is a prefix of b, then a must appear before b in the given dictionary.
3. If the order is invalid, return an empty string.
4. There may be multiple valid order of letters, return any one of them is fine.

**public** **class** Solution {

**public** String alienOrder(String[] words) {

Map<Character, Set<Character>> map = **new** HashMap<Character, Set<Character>>();

Map<Character, Integer> degree = **new** HashMap<Character, Integer>();

String result = "";

**if** (words == **null** || words.length == 0)

**return** result;

**for** (String s : words) {

**for** (**char** c : s.toCharArray())

degree.put(c, 0);

}

**for** (**int** i = 0; i < words.length - 1; i++) {

String cur = words[i];

String next = words[i + 1];

**int** length = Math.*min*(cur.length(), next.length());

**for** (**int** j = 0; j < length; j++) {

**char** c1 = cur.charAt(j);

**char** c2 = next.charAt(j);

**if** (c1 != c2) {

Set<Character> set = **new** HashSet<Character>();

**if** (map.containsKey(c1))

set = map.get(c1);

**if** (!set.contains(c2)) {

set.add(c2);

map.put(c1, set);

degree.put(c2, degree.get(c2) + 1);

}

**break**;

}

}

}

Queue<Character> q = **new** LinkedList<Character>();

**for** (**char** c : degree.keySet()) {

**if** (degree.get(c) == 0)

q.add(c);

}

**while** (!q.isEmpty()) {

**char** c = q.remove();

result += c;

**if** (map.containsKey(c)) {

**for** (**char** c2 : map.get(c)) {

degree.put(c2, degree.get(c2) - 1);

**if** (degree.get(c2) == 0)

q.add(c2);

}

}

}

**if** (result.length() != degree.size())

**return** "";

**return** result;

}

}

# [Closest Binary Search Tree Value](https://leetcode.com/problems/closest-binary-search-tree-value)

Given a non-empty binary search tree and a target value, find the value in the BST that is closest to the target.

**Note:**

* Given target value is a floating point.
* You are guaranteed to have only one unique value in the BST that is closest to the target.

**public** **class** Solution {

**public** **int** closestValue(TreeNode root, **double** target) {

**int** a = root.val;

TreeNode kid = target < a ? root.left : root.right;

**if** (kid == **null**)

**return** a;

**int** b = closestValue(kid, target);

**return** Math.*abs*(a - target) < Math.*abs*(b - target) ? a : b;

}

}

# [Encode and Decode Strings](https://leetcode.com/problems/encode-and-decode-strings)

Design an algorithm to encode **a list of strings** to **a string**. The encoded string is then sent over the network and is decoded back to the original list of strings.

Machine 1 (sender) has the function:

string encode(vector<string> strs) {

// ... your code

return encoded\_string;

}

Machine 2 (receiver) has the function:

vector<string> decode(string s) {

//... your code

return strs;

}

So Machine 1 does:

string encoded\_string = encode(strs);

and Machine 2 does:

vector<string> strs2 = decode(encoded\_string);

strs2 in Machine 2 should be the same as strs in Machine 1.

Implement the encode and decode methods.

**Note:**

* The string may contain any possible characters out of 256 valid ascii characters. Your algorithm should be generalized enough to work on any possible characters.
* Do not use class member/global/static variables to store states. Your encode and decode algorithms should be stateless.
* Do not rely on any library method such as eval or serialize methods. You should implement your own encode/decode algorithm.

**public** **class** Codec {

**public** String encode(List<String> strs) {

StringBuilder sb = **new** StringBuilder();

**for** (String s : strs)

sb.append(s.length()).append('/').append(s);

**return** sb.toString();

}

**public** List<String> decode(String s) {

List<String> ret = **new** ArrayList<String>();

**int** i = 0;

**while** (i < s.length()) {

**int** slash = s.indexOf('/', i);

**int** size = Integer.*valueOf*(s.substring(i, slash));

ret.add(s.substring(slash + 1, slash + size + 1));

i = slash + size + 1;

}

**return** ret;

}

}

# [Closest Binary Search Tree Value II](https://leetcode.com/problems/closest-binary-search-tree-value-ii)

Given a non-empty binary search tree and a target value, find *k* values in the BST that are closest to the target.

**Note:**

* Given target value is a floating point.
* You may assume *k* is always valid, that is: *k* ≤ total nodes.
* You are guaranteed to have only one unique set of *k* values in the BST that are closest to the target.

**Follow up:**  
Assume that the BST is balanced, could you solve it in less than *O*(*n*) runtime (where *n* = total nodes)?

**public** **class** Solution {

**public** List<Integer> closestKValues(TreeNode root, **double** target, **int** k) {

List<Integer> res = **new** ArrayList<>();

Stack<Integer> preStack = **new** Stack<>();

Stack<Integer> sucStack = **new** Stack<>();

inorder(root, target, **false**, preStack);

inorder(root, target, **true**, sucStack);

**while** (k-- > 0) {

**if** (preStack.isEmpty())

res.add(sucStack.pop());

**else** **if** (sucStack.isEmpty())

res.add(preStack.pop());

**else** **if** (Math.*abs*(preStack.peek() - target) < Math

.*abs*(sucStack.peek() - target))

res.add(preStack.pop());

**else**

res.add(sucStack.pop());

}

**return** res;

}

**void** inorder(TreeNode root, **double** target, **boolean** reverse,

Stack<Integer> stack) {

**if** (root == **null**)

**return**;

inorder(reverse ? root.right : root.left, target, reverse, stack);

**if** ((reverse && root.val <= target) || (!reverse && root.val > target))

**return**;

stack.push(root.val);

inorder(reverse ? root.left : root.right, target, reverse, stack);

}

}

# [Integer to English Words](https://leetcode.com/problems/integer-to-english-words)

Convert a non-negative integer to its english words representation. Given input is guaranteed to be less than 231 - 1.

For example,

123 -> "One Hundred Twenty Three"

12345 -> "Twelve Thousand Three Hundred Forty Five"

1234567 -> "One Million Two Hundred Thirty Four Thousand Five Hundred Sixty Seven"

**public** **class** Solution {

**private** **final** String[] LESS\_THAN\_20 = { "", "One", "Two", "Three", "Four",

"Five", "Six", "Seven", "Eight", "Nine", "Ten", "Eleven", "Twelve",

"Thirteen", "Fourteen", "Fifteen", "Sixteen", "Seventeen",

"Eighteen", "Nineteen" };

**private** **final** String[] TENS = { "", "Ten", "Twenty", "Thirty", "Forty",

"Fifty", "Sixty", "Seventy", "Eighty", "Ninety" };

**private** **final** String[] THOUSANDS = { "", "Thousand", "Million", "Billion" };

**public** String numberToWords(**int** num) {

**if** (num == 0)

**return** "Zero";

**int** i = 0;

String words = "";

**while** (num > 0) {

**if** (num % 1000 != 0)

words = helper(num % 1000) + THOUSANDS[i] + " " + words;

num /= 1000;

i++;

}

**return** words.trim();

}

**private** String helper(**int** num) {

**if** (num == 0)

**return** "";

**else** **if** (num < 20)

**return** LESS\_THAN\_20[num] + " ";

**else** **if** (num < 100)

**return** TENS[num / 10] + " " + helper(num % 10);

**else**

**return** LESS\_THAN\_20[num / 100] + " Hundred " + helper(num % 100);

}

}

思路：根据英语特点，1000及以上3个数分一组，1000以内的100、20分别是两条线。每组对应几种情况。

# [H-Index](https://leetcode.com/problems/h-index)

Given an array of citations (each citation is a non-negative integer) of a researcher, write a function to compute the researcher's h-index.

According to the [definition of h-index on Wikipedia](https://en.wikipedia.org/wiki/H-index): "A scientist has index *h* if *h* of his/her *N* papers have **at least** *h* citations each, and the other *N − h* papers have **no more than** *h* citations each."

For example, given citations = [3, 0, 6, 1, 5], which means the researcher has 5 papers in total and each of them had received 3, 0, 6, 1, 5 citations respectively. Since the researcher has 3 papers with **at least** 3 citations each and the remaining two with **no more than** 3 citations each, his h-index is 3.

**Note**: If there are several possible values for h, the maximum one is taken as the h-index.

**public** **class** Solution {

**public** **int** hIndex(**int**[] citations) {

**int** n = citations.length;

**int**[] papers = **new** **int**[n + 1];

**for** (**int** c : citations)

papers[Math.*min*(n, c)]++;

**int** k = n;

**for** (**int** s = papers[n]; k > s; s += papers[k])

k--;

**return** k;

}

}

# [H-Index II](https://leetcode.com/problems/h-index-ii)

**Follow up** for [H-Index](https://leetcode.com/problems/h-index/): What if the citations array is sorted in ascending order? Could you optimize your algorithm?

**public** **class** Solution {

**public** **int** hIndex(**int**[] citations) {

**if** (citations == **null** || citations.length == 0)

**return** 0;

**int** l = 0, r = citations.length;

**int** n = citations.length;

**while** (l < r) {

**int** mid = l + (r - l) / 2;

**if** (citations[mid] == n - mid)

**return** n - mid;

**if** (citations[mid] < citations.length - mid)

l = mid + 1;

**else**

r = mid;

}

**return** n - l;

}

}

# [Paint Fence](https://leetcode.com/problems/paint-fence)

There is a fence with n posts, each post can be painted with one of the k colors.

You have to paint all the posts such that no more than two adjacent fence posts have the same color.

Return the total number of ways you can paint the fence.

**Note:**  
n and k are non-negative integers.

**public** **class** Solution {

**public** **int** numWays(**int** n, **int** k) {

**if** (n == 0)

**return** 0;

**else** **if** (n == 1)

**return** k;

**int** diffColorCounts = k \* (k - 1);

**int** sameColorCounts = k;

**for** (**int** i = 2; i < n; i++) {

**int** temp = diffColorCounts;

diffColorCounts = (diffColorCounts + sameColorCounts) \* (k - 1);

sameColorCounts = temp;

}

**return** diffColorCounts + sameColorCounts;

}

}

# [Find the Celebrity](https://leetcode.com/problems/find-the-celebrity)

Suppose you are at a party with n people (labeled from 0 to n - 1) and among them, there may exist one celebrity. The definition of a celebrity is that all the other n - 1 people know him/her but he/she does not know any of them.

Now you want to find out who the celebrity is or verify that there is not one. The only thing you are allowed to do is to ask questions like: "Hi, A. Do you know B?" to get information of whether A knows B. You need to find out the celebrity (or verify there is not one) by asking as few questions as possible (in the asymptotic sense).

You are given a helper function bool knows(a, b) which tells you whether A knows B. Implement a function int findCelebrity(n), your function should minimize the number of calls to knows.

**Note**: There will be exactly one celebrity if he/she is in the party. Return the celebrity's label if there is a celebrity in the party. If there is no celebrity, return -1.

**public** **class** Solution **extends** Relation {

**public** **int** findCelebrity(**int** n) {

**int** candidate = 0;

**for** (**int** i = 1; i < n; i++) {

**if** (knows(candidate, i))

candidate = i;

}

**for** (**int** i = 0; i < n; i++) {

**if** (i != candidate && (knows(candidate, i) || !knows(i, candidate)))

**return** -1;

}

**return** candidate;

}

}

# [First Bad Version](https://leetcode.com/problems/first-bad-version)

You are a product manager and currently leading a team to develop a new product. Unfortunately, the latest version of your product fails the quality check. Since each version is developed based on the previous version, all the versions after a bad version are also bad.

Suppose you have n versions [1, 2, ..., n] and you want to find out the first bad one, which causes all the following ones to be bad.

You are given an API bool isBadVersion(version) which will return whether version is bad. Implement a function to find the first bad version. You should minimize the number of calls to the API.

**public** **class** Solution **extends** VersionControl {

**public** **int** firstBadVersion(**int** n) {

**int** left = 1;

**int** right = n;

**while** (left < right) {

**int** mid = left + (right - left) / 2;

**if** (isBadVersion(mid)) {

right = mid;

} **else** {

left = mid + 1;

}

}

**return** left;

}

}

# [Perfect Squares](https://leetcode.com/problems/perfect-squares)

Given a positive integer *n*, find the least number of perfect square numbers (for example, 1, 4, 9, 16, ...) which sum to *n*.

For example, given *n* = 12, return 3 because 12 = 4 + 4 + 4; given *n* = 13, return 2 because 13 = 4 + 9.

**public** **class** Solution {

**public** **int** numSquares(**int** n) {

**int**[] dp = **new** **int**[n + 1];

Arrays.*fill*(dp, Integer.***MAX\_VALUE***);

dp[0] = 0;

**for** (**int** i = 1; i <= n; ++i) {

**int** min = Integer.***MAX\_VALUE***;

**int** j = 1;

**while** (i - j \* j >= 0) {

min = Math.*min*(min, dp[i - j \* j] + 1);

++j;

}

dp[i] = min;

}

**return** dp[n];

}

}

# [Wiggle Sort](https://leetcode.com/problems/wiggle-sort)

Given an unsorted array nums, reorder it **in-place** such that nums[0] <= nums[1] >= nums[2] <= nums[3]....

For example, given nums = [3, 5, 2, 1, 6, 4], one possible answer is [1, 6, 2, 5, 3, 4].

**public** **class** Solution {

**public** **void** wiggleSort(**int**[] nums) {

**for** (**int** i = 0; i < nums.length - 1; i++)

**if** ((i % 2 == 0) == (nums[i] > nums[i + 1]))

*swap*(nums, i, i + 1);

}

**private** **static** **void** swap(**int**[] nums, **int** i, **int** j) {

**int** temp = nums[i];

nums[i] = nums[j];

nums[j] = temp;

}

}

# [Zigzag Iterator](https://leetcode.com/problems/zigzag-iterator)

Given two 1d vectors, implement an iterator to return their elements alternately.

For example, given two 1d vectors:

v1 = [1, 2]

v2 = [3, 4, 5, 6]

By calling *next* repeatedly until *hasNext* returns false, the order of elements returned by *next* should be: [1, 3, 2, 4, 5, 6].

**Follow up**: What if you are given k 1d vectors? How well can your code be extended to such cases?

**Clarification for the follow up question - Update (2015-09-18):**  
The "Zigzag" order is not clearly defined and is ambiguous for k > 2 cases. If "Zigzag" does not look right to you, replace "Zigzag" with "Cyclic". For example, given the following input:

[1,2,3]

[4,5,6,7]

[8,9]

It should return [1,4,8,2,5,9,3,6,7].

**public** **class** ZigzagIterator **implements** Iterator<Integer> {

LinkedList<Iterator<Integer>> list;

**public** ZigzagIterator(List<Integer> v1, List<Integer> v2) {

list = **new** LinkedList<Iterator<Integer>>();

**if** (!v1.isEmpty())

list.add(v1.iterator());

**if** (!v2.isEmpty())

list.add(v2.iterator());

}

@Override

**public** Integer next() {

Iterator<Integer> poll = list.remove();

**int** result = (Integer) poll.next();

**if** (poll.hasNext())

list.add(poll);

**return** result;

}

@Override

**public** **boolean** hasNext() {

**return** !list.isEmpty();

}

}

# [Expression Add Operators](https://leetcode.com/problems/expression-add-operators)

Given a string that contains only digits 0-9 and a target value, return all possibilities to add **binary** operators (not unary) +, -, or \*between the digits so they evaluate to the target value.

Examples:

"123", 6 -> ["1+2+3", "1\*2\*3"]

"232", 8 -> ["2\*3+2", "2+3\*2"]

"105", 5 -> ["1\*0+5","10-5"]

"00", 0 -> ["0+0", "0-0", "0\*0"]

"3456237490", 9191 -> []

**public** **class** Solution {

**public** List<String> addOperators(String num, **int** target) {

List<String> rst = **new** ArrayList<String>();

**if** (num == **null** || num.length() == 0)

**return** rst;

helper(rst, "", num, target, 0, 0, 0);

**return** rst;

}

**public** **void** helper(List<String> rst, String path, String num, **int** target,

**int** pos, **long** eval, **long** multed) {

**if** (pos == num.length()) {

**if** (target == eval)

rst.add(path);

**return**;

}

**for** (**int** i = pos; i < num.length(); i++) {

**if** (i != pos && num.charAt(pos) == '0')

**break**;

**long** cur = Long.*parseLong*(num.substring(pos, i + 1));

**if** (pos == 0) {

helper(rst, path + cur, num, target, i + 1, cur, cur);

} **else** {

helper(rst, path + "+" + cur, num, target, i + 1, eval + cur,

cur);

helper(rst, path + "-" + cur, num, target, i + 1, eval - cur,

-cur);

helper(rst, path + "\*" + cur, num, target, i + 1,

eval - multed + multed \* cur, multed \* cur);

}

}

}

}

# [Move Zeroes](https://leetcode.com/problems/move-zeroes)

Given an array nums, write a function to move all 0's to the end of it while maintaining the relative order of the non-zero elements.

For example, given nums = [0, 1, 0, 3, 12], after calling your function, nums should be [1, 3, 12, 0, 0].

**Note**:

1. You must do this **in-place** without making a copy of the array.
2. Minimize the total number of operations.

**public** **class** Solution {

**public** **void** moveZeroes(**int**[] nums) {

**int** temp;

**for** (**int** lastNonZeroFoundAt = 0, cur = 0; cur < nums.length; cur++) {

**if** (nums[cur] != 0) {

temp = nums[lastNonZeroFoundAt];

nums[lastNonZeroFoundAt++] = nums[cur];

nums[cur] = temp;

}

}

}

}

思路：重点是非零数字，把他们依次移到前面，原位置置为零即可，如果本来就是相应位置，则不动。O(n)

# [Peeking Iterator](https://leetcode.com/problems/peeking-iterator)

Given an Iterator class interface with methods: next() and hasNext(), design and implement a PeekingIterator that support the peek() operation -- it essentially peek() at the element that will be returned by the next call to next().

Here is an example. Assume that the iterator is initialized to the beginning of the list: [1, 2, 3].

Call next() gets you 1, the first element in the list.

Now you call peek() and it returns 2, the next element. Calling next() after that ***still*** return 2.

You call next() the final time and it returns 3, the last element. Calling hasNext() after that should return false.

**Follow up**: How would you extend your design to be generic and work with all types, not just integer?

**class** PeekingIterator **implements** Iterator<Integer> {

**private** Integer next = **null**;

**private** Iterator<Integer> iter;

**public** PeekingIterator(Iterator<Integer> iterator) {

iter = iterator;

**if** (iter.hasNext())

next = iter.next();

}

**public** Integer peek() {

**return** next;

}

@Override

**public** Integer next() {

Integer res = next;

next = iter.hasNext() ? iter.next() : **null**;

**return** res;

}

@Override

**public** **boolean** hasNext() {

**return** next != **null**;

}

}

# [Inorder Successor in BST](https://leetcode.com/problems/inorder-successor-in-bst)

Given a binary search tree and a node in it, find the in-order successor of that node in the BST.

**Note**: If the given node has no in-order successor in the tree, return null.

**public** **class** Solution {

**public** TreeNode inorderSuccessor(TreeNode root, TreeNode p) {

**if** (root == **null**)

**return** **null**;

**if** (root.val <= p.val) {

**return** inorderSuccessor(root.right, p);

} **else** {

TreeNode left = inorderSuccessor(root.left, p);

**return** (left != **null**) ? left : root;

}

}

}

# [Walls and Gates](https://leetcode.com/problems/walls-and-gates)

You are given a *m x n* 2D grid initialized with these three possible values.

1. -1 - A wall or an obstacle.
2. 0 - A gate.
3. INF - Infinity means an empty room. We use the value 231 - 1 = 2147483647 to represent INF as you may assume that the distance to a gate is less than 2147483647.

Fill each empty room with the distance to its *nearest* gate. If it is impossible to reach a gate, it should be filled with INF.

For example, given the 2D grid:

INF -1 0 INF

INF INF INF -1

INF -1 INF -1

0 -1 INF INF

After running your function, the 2D grid should be:

3 -1 0 1

2 2 1 -1

1 -1 2 -1

0 -1 3 4

**public** **class** Solution {

**public** **void** wallsAndGates(**int**[][] rooms) {

**if** (rooms.length == 0 || rooms[0].length == 0)

**return**;

Queue<**int**[]> queue = **new** LinkedList<>();

**for** (**int** i = 0; i < rooms.length; i++) {

**for** (**int** j = 0; j < rooms[0].length; j++) {

**if** (rooms[i][j] == 0)

queue.add(**new** **int**[] { i, j });

}

}

**while** (!queue.isEmpty()) {

**int**[] top = queue.remove();

**int** row = top[0], col = top[1];

**if** (row > 0 && rooms[row - 1][col] == Integer.***MAX\_VALUE***) {

rooms[row - 1][col] = rooms[row][col] + 1;

queue.add(**new** **int**[] { row - 1, col });

}

**if** (row < rooms.length - 1

&& rooms[row + 1][col] == Integer.***MAX\_VALUE***) {

rooms[row + 1][col] = rooms[row][col] + 1;

queue.add(**new** **int**[] { row + 1, col });

}

**if** (col > 0 && rooms[row][col - 1] == Integer.***MAX\_VALUE***) {

rooms[row][col - 1] = rooms[row][col] + 1;

queue.add(**new** **int**[] { row, col - 1 });

}

**if** (col < rooms[0].length - 1

&& rooms[row][col + 1] == Integer.***MAX\_VALUE***) {

rooms[row][col + 1] = rooms[row][col] + 1;

queue.add(**new** **int**[] { row, col + 1 });

}

}

}

}

思路：先扫一遍得到所有门，然后从每个门BFS更新周围的所有房间。

# [Find the Duplicate Number](https://leetcode.com/problems/find-the-duplicate-number)

Given an array *nums* containing *n* + 1 integers where each integer is between 1 and *n* (inclusive), prove that at least one duplicate number must exist. Assume that there is only one duplicate number, find the duplicate one.

**Note:**

1. You **must not** modify the array (assume the array is read only).
2. You must use only constant, *O*(1) extra space.
3. Your runtime complexity should be less than O(n2).
4. There is only one duplicate number in the array, but it could be repeated more than once.

**public** **class** Solution {

**public** **int** findDuplicate(**int**[] nums) {

**if** (nums.length > 1) {

**int** slow = nums[0];

**int** fast = nums[nums[0]];

**while** (slow != fast) {

slow = nums[slow];

fast = nums[nums[fast]];

}

fast = 0;

**while** (fast != slow) {

fast = nums[fast];

slow = nums[slow];

}

**return** slow;

}

**return** -1;

}

}

# [Unique Word Abbreviation](https://leetcode.com/problems/unique-word-abbreviation)

An abbreviation of a word follows the form <first letter><number><last letter>. Below are some examples of word abbreviations:

a) it --> it (no abbreviation)

1

b) d|o|g --> d1g

1 1 1

1---5----0----5--8

c) i|nternationalizatio|n --> i18n

1

1---5----0

d) l|ocalizatio|n --> l10n

Assume you have a dictionary and given a word, find whether its abbreviation is unique in the dictionary. A word's abbreviation is unique if no *other* word from the dictionary has the same abbreviation.

Example:

Given dictionary = [ "deer", "door", "cake", "card" ]

isUnique("dear") -> false

isUnique("cart") -> true

isUnique("cane") -> false

isUnique("make") -> true

**public** **class** ValidWordAbbr {

**private** **final** Map<String, Boolean> abbrDict = **new** HashMap<>();

**private** **final** Set<String> dict;

**public** ValidWordAbbr(String[] dictionary) {

dict = **new** HashSet<>(Arrays.*asList*(dictionary));

**for** (String s : dict) {

String abbr = toAbbr(s);

abbrDict.put(abbr, !abbrDict.containsKey(abbr));

}

}

**public** **boolean** isUnique(String word) {

String abbr = toAbbr(word);

Boolean hasAbbr = abbrDict.get(abbr);

**return** hasAbbr == **null** || (hasAbbr && dict.contains(word));

}

**private** String toAbbr(String s) {

**int** n = s.length();

**if** (n <= 2) {

**return** s;

}

**return** s.charAt(0) + Integer.*toString*(n - 2) + s.charAt(n - 1);

}

}

# [Game of Life](https://leetcode.com/problems/game-of-life)

According to the [Wikipedia's article](https://en.wikipedia.org/wiki/Conway%27s_Game_of_Life): "The **Game of Life**, also known simply as **Life**, is a cellular automaton devised by the British mathematician John Horton Conway in 1970."

Given a *board* with *m* by *n* cells, each cell has an initial state *live* (1) or *dead* (0). Each cell interacts with its [eight neighbors](https://en.wikipedia.org/wiki/Moore_neighborhood) (horizontal, vertical, diagonal) using the following four rules (taken from the above Wikipedia article):

1. Any live cell with fewer than two live neighbors dies, as if caused by under-population.
2. Any live cell with two or three live neighbors lives on to the next generation.
3. Any live cell with more than three live neighbors dies, as if by over-population..
4. Any dead cell with exactly three live neighbors becomes a live cell, as if by reproduction.

Write a function to compute the next state (after one update) of the board given its current state.

**Follow up**:

1. Could you solve it in-place? Remember that the board needs to be updated at the same time: You cannot update some cells first and then use their updated values to update other cells.
2. In this question, we represent the board using a 2D array. In principle, the board is infinite, which would cause problems when the active area encroaches the border of the array. How would you address these problems?

**public** **class** Solution {

**public** **void** gameOfLife(**int**[][] board) {

**if** (board == **null** || board.length == 0)

**return**;

**int** m = board.length, n = board[0].length;

**for** (**int** i = 0; i < m; i++) {

**for** (**int** j = 0; j < n; j++) {

**int** lives = liveNeighbors(board, m, n, i, j);

**if** (board[i][j] == 1 && lives >= 2 && lives <= 3) {

board[i][j] = 3;

}

**if** (board[i][j] == 0 && lives == 3) {

board[i][j] = 2;

}

}

}

**for** (**int** i = 0; i < m; i++)

**for** (**int** j = 0; j < n; j++)

board[i][j] >>= 1;

}

**public** **int** liveNeighbors(**int**[][] board, **int** m, **int** n, **int** i, **int** j) {

**int** lives = 0;

**for** (**int** x = Math.*max*(i - 1, 0); x <= Math.*min*(i + 1, m - 1); x++)

**for** (**int** y = Math.*max*(j - 1, 0); y <= Math.*min*(j + 1, n - 1); y++)

lives += board[x][y] & 1;

lives -= board[i][j] & 1;

**return** lives;

}

}

# [Word Pattern](https://leetcode.com/problems/word-pattern)

Given a pattern and a string str, find if str follows the same pattern.

Here **follow** means a full match, such that there is a bijection between a letter in pattern and a **non-empty** word in str.

**Examples:**

1. pattern = "abba", str = "dog cat cat dog" should return true.
2. pattern = "abba", str = "dog cat cat fish" should return false.
3. pattern = "aaaa", str = "dog cat cat dog" should return false.
4. pattern = "abba", str = "dog dog dog dog" should return false.

**Notes:**  
You may assume pattern contains only lowercase letters, and str contains lowercase letters separated by a single space.

**public** **class** Solution {

**public** **boolean** wordPattern(String pattern, String str) {

String[] words = str.split(" ");

**if** (words.length != pattern.length())

**return** **false**;

Map<Object, Integer> index = **new** HashMap<Object, Integer>();

**for** (Integer i = 0; i < words.length; ++i)

**if** (index.put(pattern.charAt(i), i) != index.put(words[i], i))

**return** **false**;

**return** **true**;

}

}

# [Word Pattern II](https://leetcode.com/problems/word-pattern-ii)

Given a pattern and a string str, find if str follows the same pattern.

Here **follow** means a full match, such that there is a bijection between a letter in pattern and a **non-empty** substring in str.

**Examples:**

1. pattern = "abab", str = "redblueredblue" should return true.
2. pattern = "aaaa", str = "asdasdasdasd" should return true.
3. pattern = "aabb", str = "xyzabcxzyabc" should return false.

**Notes:**  
You may assume both pattern and str contains only lowercase letters.

**public** **class** Solution {

**public** **boolean** wordPatternMatch(String pattern, String str) {

Map<Character, String> map = **new** HashMap<>();

Set<String> set = **new** HashSet<>();

**return** isMatch(str, 0, pattern, 0, map, set);

}

**boolean** isMatch(String str, **int** i, String pat, **int** j,

Map<Character, String> map, Set<String> set) {

**if** (i == str.length() && j == pat.length())

**return** **true**;

**if** (i == str.length() || j == pat.length())

**return** **false**;

**char** c = pat.charAt(j);

**if** (map.containsKey(c)) {

String s = map.get(c);

**if** (!str.startsWith(s, i))

**return** **false**;

**return** isMatch(str, i + s.length(), pat, j + 1, map, set);

}

**for** (**int** k = i; k < str.length(); k++) {

String p = str.substring(i, k + 1);

**if** (set.contains(p))

**continue**;

map.put(c, p);

set.add(p);

**if** (isMatch(str, k + 1, pat, j + 1, map, set))

**return** **true**;

map.remove(c);

set.remove(p);

}

**return** **false**;

}

}

# [Nim Game](https://leetcode.com/problems/nim-game)

You are playing the following Nim Game with your friend: There is a heap of stones on the table, each time one of you take turns to remove 1 to 3 stones. The one who removes the last stone will be the winner. You will take the first turn to remove the stones.

Both of you are very clever and have optimal strategies for the game. Write a function to determine whether you can win the game given the number of stones in the heap.

For example, if there are 4 stones in the heap, then you will never win the game: no matter 1, 2, or 3 stones you remove, the last stone will always be removed by your friend.

**public** **class** Solution {

**public** **boolean** canWinNim(**int** n) {

**return** (n % 4 != 0);

}

}

# [Flip Game](https://leetcode.com/problems/flip-game)

You are playing the following Flip Game with your friend: Given a string that contains only these two characters: + and -, you and your friend take turns to flip two **consecutive** "++" into "--". The game ends when a person can no longer make a move and therefore the other person will be the winner.

Write a function to compute all possible states of the string after one valid move.

For example, given s = "++++", after one move, it may become one of the following states:

[ "--++",

"+--+",

"++--"]

If there is no valid move, return an empty list [].

**public** **class** Solution {

**public** List<String> generatePossibleNextMoves(String s) {

List<String> list = **new** ArrayList<>();

**for** (**int** i = -1; (i = s.indexOf("++", i + 1)) >= 0;)

list.add(s.substring(0, i) + "--" + s.substring(i + 2));

**return** list;

}

}

# [Flip Game II](https://leetcode.com/problems/flip-game-ii)

You are playing the following Flip Game with your friend: Given a string that contains only these two characters: + and -, you and your friend take turns to flip two **consecutive** "++" into "--". The game ends when a person can no longer make a move and therefore the other person will be the winner.

Write a function to determine if the starting player can guarantee a win.

For example, given s = "++++", return true. The starting player can guarantee a win by flipping the middle "++" to become "+--+".

**Follow up:**  
Derive your algorithm's runtime complexity.

**public** **class** Solution {

**public** **boolean** canWin(String s) {

**if** (s == **null** || s.length() < 2)

**return** **false**;

Map<String, Boolean> map = **new** HashMap<>();

**return** canWin(s, map);

}

**public** **boolean** canWin(String s, Map<String, Boolean> map) {

**if** (map.containsKey(s))

**return** map.get(s);

**for** (**int** i = 0; i < s.length() - 1; i++) {

**if** (s.charAt(i) == '+' && s.charAt(i + 1) == '+') {

String opponent = s.substring(0, i) + "--" + s.substring(i + 2);

**if** (!canWin(opponent, map)) {

map.put(s, **true**);

**return** **true**;

}

}

}

map.put(s, **false**);

**return** **false**;

}

}

# [Find Median from Data Stream](https://leetcode.com/problems/find-median-from-data-stream)

Median is the middle value in an ordered integer list. If the size of the list is even, there is no middle value. So the median is the mean of the two middle value.

Examples:   
[2,3,4] , the median is 3

[2,3], the median is (2 + 3) / 2 = 2.5

Design a data structure that supports the following two operations:

* void addNum(int num) - Add a integer number from the data stream to the data structure.
* double findMedian() - Return the median of all elements so far.

For example:

addNum(1)

addNum(2)

findMedian() -> 1.5

addNum(3)

findMedian() -> 2

**public** **class** MedianFinder {

**private** Queue<Long> small = **new** PriorityQueue<>(),

large = **new** PriorityQueue<>();

**public** **void** addNum(**int** num) {

large.add((**long**) num);

small.add(-large.poll());

**if** (large.size() < small.size())

large.add(-small.poll());

}

**public** **double** findMedian() {

**return** large.size() > small.size() ? large.peek()

: (large.peek() - small.peek()) / 2.0;

}

}

# [Best Meeting Point](https://leetcode.com/problems/best-meeting-point)

A group of two or more people wants to meet and minimize the total travel distance. You are given a 2D grid of values 0 or 1, where each 1 marks the home of someone in the group. The distance is calculated using [Manhattan Distance](http://en.wikipedia.org/wiki/Taxicab_geometry), where distance(p1, p2) = |p2.x - p1.x| + |p2.y - p1.y|.

For example, given three people living at (0,0), (0,4), and (2,2):

1 - 0 - 0 - 0 - 1

| | | | |

0 - 0 - 0 - 0 - 0

| | | | |

0 - 0 - 1 - 0 - 0

The point (0,2) is an ideal meeting point, as the total travel distance of 2+2+2=6 is minimal. So return 6.

**public** **class** Solution {

**public** **int** minTotalDistance(**int**[][] grid) {

List<Integer> rows = collectRows(grid);

List<Integer> cols = collectCols(grid);

**return** minDistance1D(rows) + minDistance1D(cols);

}

**private** **int** minDistance1D(List<Integer> points) {

**int** distance = 0;

**int** i = 0;

**int** j = points.size() - 1;

**while** (i < j) {

distance += points.get(j) - points.get(i);

i++;

j--;

}

**return** distance;

}

**private** List<Integer> collectRows(**int**[][] grid) {

List<Integer> rows = **new** ArrayList<>();

**for** (**int** row = 0; row < grid.length; row++)

**for** (**int** col = 0; col < grid[0].length; col++)

**if** (grid[row][col] == 1)

rows.add(row);

**return** rows;

}

**private** List<Integer> collectCols(**int**[][] grid) {

List<Integer> cols = **new** ArrayList<>();

**for** (**int** col = 0; col < grid[0].length; col++)

**for** (**int** row = 0; row < grid.length; row++)

**if** (grid[row][col] == 1)

cols.add(col);

**return** cols;

}

}

# [Serialize and Deserialize Binary Tree](https://leetcode.com/problems/serialize-and-deserialize-binary-tree)

Serialization is the process of converting a data structure or object into a sequence of bits so that it can be stored in a file or memory buffer, or transmitted across a network connection link to be reconstructed later in the same or another computer environment.

Design an algorithm to serialize and deserialize a binary tree. There is no restriction on how your serialization/deserialization algorithm should work. You just need to ensure that a binary tree can be serialized to a string and this string can be deserialized to the original tree structure.

For example, you may serialize the following tree

1

/ \

2 3

/ \

4 5

as "[1,2,3,null,null,4,5]", just the same as [how LeetCode OJ serializes a binary tree](https://leetcode.com/faq/#binary-tree). You do not necessarily need to follow this format, so please be creative and come up with different approaches yourself.

**Note:** Do not use class member/global/static variables to store states. Your serialize and deserialize algorithms should be stateless.

**public** **class** Codec {

**public** String serialize(TreeNode root) {

StringBuilder sb = **new** StringBuilder();

*serialize*(root, sb);

**return** sb.toString().trim();

}

**private** **static** **void** serialize(TreeNode root, StringBuilder sb) {

**if** (root == **null**) {

sb.append("# ");

**return**;

}

sb.append(root.val);

sb.append(" ");

*serialize*(root.left, sb);

*serialize*(root.right, sb);

}

**public** TreeNode deserialize(String data) {

String[] vals = data.split(" ");

**return** *deserialize*(**new** ValHolder(vals, -1));

}

**class** ValHolder {

String[] vals;

**int** i;

**int** n;

**public** ValHolder(String[] vals, **int** i) {

**this**.vals = vals;

**this**.i = i;

n = vals.length;

}

}

**private** **static** TreeNode deserialize(ValHolder vh) {

String cur = vh.vals[++vh.i];

**if** ("#".equals(cur))

**return** **null**;

TreeNode root = **new** TreeNode(Integer.*valueOf*(cur));

**if** (vh.i < vh.n - 1)

root.left = *deserialize*(vh);

**if** (vh.i < vh.n - 1)

root.right = *deserialize*(vh);

**return** root;

}

}

思路：先序遍历存入数组输出，每到叶结点添加#以区分。恢复时也使用先序遍历，如果遇到#则说明上个结点为叶子结点。

# [Binary Tree Longest Consecutive Sequence](https://leetcode.com/problems/binary-tree-longest-consecutive-sequence)

Given a binary tree, find the length of the longest consecutive sequence path.

The path refers to any sequence of nodes from some starting node to any node in the tree along the parent-child connections. The longest consecutive path need to be from parent to child (cannot be the reverse).

For example,

1

\

3

/ \

2 4

\

5

Longest consecutive sequence path is 3-4-5, so return 3.

2

\

3

/

2

/

1

Longest consecutive sequence path is 2-3,not3-2-1, so return 2.

**public** **class** Solution {

**public** **int** longestConsecutive(TreeNode root) {

**return** dfs(root, **null**, 0);

}

**private** **int** dfs(TreeNode p, TreeNode parent, **int** length) {

**if** (p == **null**)

**return** length;

length = (parent != **null** && p.val == parent.val + 1) ? length + 1 : 1;

**return** Math.*max*(length,

Math.*max*(dfs(p.left, p, length), dfs(p.right, p, length)));

}

}

# [Bulls and Cows](https://leetcode.com/problems/bulls-and-cows)

You are playing the following [Bulls and Cows](https://en.wikipedia.org/wiki/Bulls_and_Cows) game with your friend: You write down a number and ask your friend to guess what the number is. Each time your friend makes a guess, you provide a hint that indicates how many digits in said guess match your secret number exactly in both digit and position (called "bulls") and how many digits match the secret number but locate in the wrong position (called "cows"). Your friend will use successive guesses and hints to eventually derive the secret number.

For example:

Secret number: "1807"

Friend's guess: "7810"

Hint: 1 bull and 3 cows. (The bull is 8, the cows are 0, 1 and 7.)

Write a function to return a hint according to the secret number and friend's guess, use A to indicate the bulls and B to indicate the cows. In the above example, your function should return "1A3B".

Please note that both secret number and friend's guess may contain duplicate digits, for example:

Secret number: "1123"

Friend's guess: "0111"

In this case, the 1st 1 in friend's guess is a bull, the 2nd or 3rd 1 is a cow, and your function should return "1A1B".

You may assume that the secret number and your friend's guess only contain digits, and their lengths are always equal.

**public** **class** Solution {

**public** String getHint(String secret, String guess) {

**int** bulls = 0;

**int** cows = 0;

**int**[] numbers = **new** **int**[10];

**for** (**int** i = 0; i < secret.length(); i++) {

**if** (secret.charAt(i) == guess.charAt(i))

bulls++;

**else** {

**if** (numbers[secret.charAt(i) - '0']++ < 0)

cows++;

**if** (numbers[guess.charAt(i) - '0']-- > 0)

cows++;

}

}

**return** bulls + "A" + cows + "B";

}

}

# [Longest Increasing Subsequence](https://leetcode.com/problems/longest-increasing-subsequence)

Given an unsorted array of integers, find the length of longest increasing subsequence.

For example,  
Given [10, 9, 2, 5, 3, 7, 101, 18],  
The longest increasing subsequence is [2, 3, 7, 101], therefore the length is 4. Note that there may be more than one LIS combination, it is only necessary for you to return the length.

Your algorithm should run in O(*n2*) complexity.

**Follow up:** Could you improve it to O(*n* log *n*) time complexity?

**public** **class** Solution {

**public** **int** lengthOfLIS(**int**[] nums) {

**int**[] dp = **new** **int**[nums.length];

**int** len = 0;

**for** (**int** num : nums) {

**int** i = Arrays.*binarySearch*(dp, 0, len, num);

**if** (i < 0)

i = -(i + 1);

dp[i] = num;

**if** (i == len)

len++;

}

**return** len;

}

}

# [Remove Invalid Parentheses](https://leetcode.com/problems/remove-invalid-parentheses)

Remove the minimum number of invalid parentheses in order to make the input string valid. Return all possible results.

Note: The input string may contain letters other than the parentheses ( and ).

**Examples:**

"()())()" -> ["()()()", "(())()"]

"(a)())()" -> ["(a)()()", "(a())()"]

")(" -> [""]

**public** **class** Solution {

**public** List<String> removeInvalidParentheses(String s) {

List<String> ans = **new** ArrayList<>();

remove(s, ans, 0, 0, **new** **char**[] { '(', ')' });

**return** ans;

}

**public** **void** remove(String s, List<String> ans, **int** last\_i, **int** last\_j,

**char**[] par) {

**for** (**int** stack = 0, i = last\_i; i < s.length(); ++i) {

**if** (s.charAt(i) == par[0])

stack++;

**if** (s.charAt(i) == par[1])

stack--;

**if** (stack >= 0)

**continue**;

**for** (**int** j = last\_j; j <= i; ++j)

**if** (s.charAt(j) == par[1]

&& (j == last\_j || s.charAt(j - 1) != par[1]))

remove(s.substring(0, j) + s.substring(j + 1, s.length()),

ans, i, j, par);

**return**;

}

String reversed = **new** StringBuilder(s).reverse().toString();

**if** (par[0] == '(')

remove(reversed, ans, 0, 0, **new** **char**[] { ')', '(' });

**else**

ans.add(reversed);

}

}

思路：正扫一遍，去掉多余的），去掉任意一个，对于连续出现的），总是去掉第一个。然后把字符串反过来，再来一次。O(n^2)

# [Smallest Rectangle Enclosing Black Pixels](https://leetcode.com/problems/smallest-rectangle-enclosing-black-pixels)

An image is represented by a binary matrix with 0 as a white pixel and 1 as a black pixel. The black pixels are connected, i.e., there is only one black region. Pixels are connected horizontally and vertically. Given the location (x, y) of one of the black pixels, return the area of the smallest (axis-aligned) rectangle that encloses all black pixels.

For example, given the following image:

[ "0010",

"0110",

"0100"]

and x = 0, y = 2,

Return 6.

**public** **class** Solution {

**public** **int** minArea(**char**[][] image, **int** x, **int** y) {

**int** m = image.length, n = image[0].length;

**int** left = searchColumns(image, 0, y, 0, m, **true**);

**int** right = searchColumns(image, y + 1, n, 0, m, **false**);

**int** top = searchRows(image, 0, x, left, right, **true**);

**int** bottom = searchRows(image, x + 1, m, left, right, **false**);

**return** (right - left) \* (bottom - top);

}

**private** **int** searchColumns(**char**[][] image, **int** i, **int** j, **int** top, **int** bottom,

**boolean** whiteToBlack) {

**while** (i != j) {

**int** k = top, mid = (i + j) / 2;

**while** (k < bottom && image[k][mid] == '0')

++k;

**if** (k < bottom == whiteToBlack)

j = mid;

**else**

i = mid + 1;

}

**return** i;

}

**private** **int** searchRows(**char**[][] image, **int** i, **int** j, **int** left, **int** right,

**boolean** whiteToBlack) {

**while** (i != j) {

**int** k = left, mid = (i + j) / 2;

**while** (k < right && image[mid][k] == '0')

++k;

**if** (k < right == whiteToBlack)

j = mid;

**else**

i = mid + 1;

}

**return** i;

}

}

# [Range Sum Query - Immutable](https://leetcode.com/problems/range-sum-query-immutable)

Given an integer array *nums*, find the sum of the elements between indices *i* and *j* (*i* ≤ *j*), inclusive.

**Example:**

Given nums = [-2, 0, 3, -5, 2, -1]

sumRange(0, 2) -> 1

sumRange(2, 5) -> -1

sumRange(0, 5) -> -3

**Note:**

1. You may assume that the array does not change.
2. There are many calls to *sumRange* function.

**public** **class** NumArray {

**private** **int**[] sum;

**public** NumArray(**int**[] nums) {

sum = **new** **int**[nums.length + 1];

**for** (**int** i = 0; i < nums.length; i++) {

sum[i + 1] = sum[i] + nums[i];

}

}

**public** **int** sumRange(**int** i, **int** j) {

**return** sum[j + 1] - sum[i];

}

}

# [Range Sum Query 2D - Immutable](https://leetcode.com/problems/range-sum-query-2d-immutable)

Given a 2D matrix *matrix*, find the sum of the elements inside the rectangle defined by its upper left corner (*row*1, *col*1) and lower right corner (*row*2, *col*2).

  
The above rectangle (with the red border) is defined by (row1, col1) = **(2, 1)** and (row2, col2) = **(4, 3)**, which contains sum = **8**.

**Example:**

Given matrix = [

[3, 0, 1, 4, 2],

[5, 6, 3, 2, 1],

[1, 2, 0, 1, 5],

[4, 1, 0, 1, 7],

[1, 0, 3, 0, 5]]

sumRegion(2, 1, 4, 3) -> 8

sumRegion(1, 1, 2, 2) -> 11

sumRegion(1, 2, 2, 4) -> 12

**Note:**

1. You may assume that the matrix does not change.
2. There are many calls to *sumRegion* function.
3. You may assume that *row*1 ≤ *row*2 and *col*1 ≤ *col*2.

**public** **class** NumMatrix {

**private** **int**[][] dp;

**public** NumMatrix(**int**[][] matrix) {

**if** (matrix.length == 0 || matrix[0].length == 0)

**return**;

dp = **new** **int**[matrix.length + 1][matrix[0].length + 1];

**for** (**int** r = 0; r < matrix.length; r++) {

**for** (**int** c = 0; c < matrix[0].length; c++) {

dp[r + 1][c + 1] = dp[r + 1][c] + dp[r][c + 1] + matrix[r][c]

- dp[r][c];

}

}

}

**public** **int** sumRegion(**int** row1, **int** col1, **int** row2, **int** col2) {

**return** dp[row2 + 1][col2 + 1] - dp[row1][col2 + 1] - dp[row2 + 1][col1]

+ dp[row1][col1];

}

}

# [Number of Islands II](https://leetcode.com/problems/number-of-islands-ii)

A 2d grid map of m rows and n columns is initially filled with water. We may perform an *addLand* operation which turns the water at position (row, col) into a land. Given a list of positions to operate, **count the number of islands after each *addLand* operation**. An island is surrounded by water and is formed by connecting adjacent lands horizontally or vertically. You may assume all four edges of the grid are all surrounded by water.

**Example:**

Given m = 3, n = 3, positions = [[0,0], [0,1], [1,2], [2,1]].  
Initially, the 2d grid grid is filled with water. (Assume 0 represents water and 1 represents land).

0 0 0

0 0 0

0 0 0

Operation #1: addLand(0, 0) turns the water at grid[0][0] into a land.

1 0 0

0 0 0 Number of islands = 1

0 0 0

Operation #2: addLand(0, 1) turns the water at grid[0][1] into a land.

1 1 0

0 0 0 Number of islands = 1

0 0 0

Operation #3: addLand(1, 2) turns the water at grid[1][2] into a land.

1 1 0

0 0 1 Number of islands = 2

0 0 0

Operation #4: addLand(2, 1) turns the water at grid[2][1] into a land.

1 1 0

0 0 1 Number of islands = 3

0 1 0

We return the result as an array: [1, 1, 2, 3]

**Challenge:**

Can you do it in time complexity O(k log mn), where k is the length of the positions?

**public** **class** Solution {

**int**[][] dirs = { { 0, 1 }, { 1, 0 }, { -1, 0 }, { 0, -1 } };

**public** List<Integer> numIslands2(**int** m, **int** n, **int**[][] positions) {

List<Integer> result = **new** ArrayList<>();

**if** (m <= 0 || n <= 0)

**return** result;

**int** count = 0;

**int**[] roots = **new** **int**[m \* n];

Arrays.*fill*(roots, -1);

**for** (**int**[] p : positions) {

**int** root = n \* p[0] + p[1];

roots[root] = root;

count++;

**for** (**int**[] dir : dirs) {

**int** x = p[0] + dir[0];

**int** y = p[1] + dir[1];

**int** nb = n \* x + y;

**if** (x < 0 || x >= m || y < 0 || y >= n || roots[nb] == -1)

**continue**;

**int** rootNb = findIsland(roots, nb);

**if** (root != rootNb) {

roots[root] = rootNb;

root = rootNb;

count--;

}

}

result.add(count);

}

**return** result;

}

**public** **int** findIsland(**int**[] roots, **int** id) {

**while** (id != roots[id])

id = roots[id];

**return** id;

}

}

思路：没有岛时，增加点就增加了一个岛。有岛时增加一个点，需要判断新增加的是孤岛还是和别的岛相连（Union Find）。

# [Additive Number](https://leetcode.com/problems/additive-number)

Additive number is a string whose digits can form additive sequence.

A valid additive sequence should contain **at least** three numbers. Except for the first two numbers, each subsequent number in the sequence must be the sum of the preceding two.

For example:  
"112358" is an additive number because the digits can form an additive sequence: 1, 1, 2, 3, 5, 8.

1 + 1 = 2, 1 + 2 = 3, 2 + 3 = 5, 3 + 5 = 8

"199100199" is also an additive number, the additive sequence is: 1, 99, 100, 199.

1 + 99 = 100, 99 + 100 = 199

**Note:** Numbers in the additive sequence **cannot** have leading zeros, so sequence 1, 2, 03 or 1, 02, 3 is invalid.

Given a string containing only digits '0'-'9', write a function to determine if it's an additive number.

**Follow up:**  
How would you handle overflow for very large input integers?

**public** **class** Solution {

**public** **boolean** isAdditiveNumber(String num) {

**int** n = num.length();

**for** (**int** i = 1; i <= n / 2; ++i)

**for** (**int** j = 1; Math.*max*(j, i) <= n - i - j; ++j)

**if** (isValid(i, j, num))

**return** **true**;

**return** **false**;

}

**private** **boolean** isValid(**int** i, **int** j, String num) {

**if** (num.charAt(0) == '0' && i > 1)

**return** **false**;

**if** (num.charAt(i) == '0' && j > 1)

**return** **false**;

String sum;

Long x1 = Long.*parseLong*(num.substring(0, i));

Long x2 = Long.*parseLong*(num.substring(i, i + j));

**for** (**int** start = i + j; start != num.length(); start += sum.length()) {

x2 = x2 + x1;

x1 = x2 - x1;

sum = x2.toString();

**if** (!num.startsWith(sum, start))

**return** **false**;

}

**return** **true**;

}

}

# [Range Sum Query - Mutable](https://leetcode.com/problems/range-sum-query-mutable)

Given an integer array *nums*, find the sum of the elements between indices *i* and *j* (*i* ≤ *j*), inclusive.

The *update(i, val)* function modifies *nums* by updating the element at index *i* to *val*.

**Example:**

Given nums = [1, 3, 5]

sumRange(0, 2) -> 9

update(1, 2)

sumRange(0, 2) -> 8

**Note:**

1. The array is only modifiable by the *update* function.
2. You may assume the number of calls to *update* and *sumRange* function is distributed evenly.

**public** **class** NumArray {

**int**[] tree;

**int** n;

**public** NumArray(**int**[] nums) {

**if** (nums.length > 0) {

n = nums.length;

tree = **new** **int**[n \* 2];

buildTree(nums);

}

}

**private** **void** buildTree(**int**[] nums) {

**for** (**int** i = n, j = 0; i < 2 \* n; i++, j++)

tree[i] = nums[j];

**for** (**int** i = n - 1; i > 0; --i)

tree[i] = tree[i \* 2] + tree[i \* 2 + 1];

}

**public** **void** update(**int** pos, **int** val) {

pos += n;

tree[pos] = val;

**while** (pos > 0) {

**int** left = pos;

**int** right = pos;

**if** (pos % 2 == 0)

right = pos + 1;

**else**

left = pos - 1;

tree[pos / 2] = tree[left] + tree[right];

pos /= 2;

}

}

**public** **int** sumRange(**int** l, **int** r) {

l += n;

r += n;

**int** sum = 0;

**while** (l <= r) {

**if** ((l % 2) == 1) {

sum += tree[l];

l++;

}

**if** ((r % 2) == 0) {

sum += tree[r];

r--;

}

l /= 2;

r /= 2;

}

**return** sum;

}

}

**public** **class** NumArray {

**int**[] nums;

**int**[] BIT;

**int** n;

**public** NumArray(**int**[] nums) {

**this**.nums = nums;

n = nums.length;

BIT = **new** **int**[n + 1];

**for** (**int** i = 0; i < n; i++)

init(i, nums[i]);

}

**public** **void** init(**int** i, **int** val) {

i++;

**while** (i <= n) {

BIT[i] += val;

i += (i & -i);

}

}

**void** update(**int** i, **int** val) {

**int** diff = val - nums[i];

nums[i] = val;

init(i, diff);

}

**public** **int** getSum(**int** i) {

**int** sum = 0;

i++;

**while** (i > 0) {

sum += BIT[i];

i -= (i & -i);

}

**return** sum;

}

**public** **int** sumRange(**int** i, **int** j) {

**return** getSum(j) - getSum(i - 1);

}

}

# [Range Sum Query 2D - Mutable](https://leetcode.com/problems/range-sum-query-2d-mutable)

Given a 2D matrix *matrix*, find the sum of the elements inside the rectangle defined by its upper left corner (*row*1, *col*1) and lower right corner (*row*2, *col*2).

  
The above rectangle (with the red border) is defined by (row1, col1) = **(2, 1)** and (row2, col2) = **(4, 3)**, which contains sum = **8**.

**Example:**

Given matrix = [

[3, 0, 1, 4, 2],

[5, 6, 3, 2, 1],

[1, 2, 0, 1, 5],

[4, 1, 0, 1, 7],

[1, 0, 3, 0, 5]]

sumRegion(2, 1, 4, 3) -> 8

update(3, 2, 2)

sumRegion(2, 1, 4, 3) -> 10

**Note:**

1. The matrix is only modifiable by the *update* function.
2. You may assume the number of calls to *update* and *sumRegion* function is distributed evenly.
3. You may assume that *row*1 ≤ *row*2 and *col*1 ≤ *col*2.

**public** **class** NumMatrix {

**int**[][] tree;

**int**[][] nums;

**int** m;

**int** n;

**public** NumMatrix(**int**[][] matrix) {

**if** (matrix.length == 0 || matrix[0].length == 0)

**return**;

m = matrix.length;

n = matrix[0].length;

tree = **new** **int**[m + 1][n + 1];

nums = **new** **int**[m][n];

**for** (**int** i = 0; i < m; i++)

**for** (**int** j = 0; j < n; j++)

update(i, j, matrix[i][j]);

}

**public** **void** update(**int** row, **int** col, **int** val) {

**if** (m == 0 || n == 0)

**return**;

**int** delta = val - nums[row][col];

nums[row][col] = val;

**for** (**int** i = row + 1; i <= m; i += i & (-i))

**for** (**int** j = col + 1; j <= n; j += j & (-j))

tree[i][j] += delta;

}

**public** **int** sumRegion(**int** row1, **int** col1, **int** row2, **int** col2) {

**if** (m == 0 || n == 0)

**return** 0;

**return** sum(row2 + 1, col2 + 1) + sum(row1, col1) - sum(row1, col2 + 1)

- sum(row2 + 1, col1);

}

**public** **int** sum(**int** row, **int** col) {

**int** sum = 0;

**for** (**int** i = row; i > 0; i -= i & (-i)) {

**for** (**int** j = col; j > 0; j -= j & (-j)) {

sum += tree[i][j];

}

}

**return** sum;

}

}

# [Best Time to Buy and Sell Stock with Cooldown](https://leetcode.com/problems/best-time-to-buy-and-sell-stock-with-cooldown)

Say you have an array for which the *i*th element is the price of a given stock on day *i*.

Design an algorithm to find the maximum profit. You may complete as many transactions as you like (ie, buy one and sell one share of the stock multiple times) with the following restrictions:

* You may not engage in multiple transactions at the same time (ie, you must sell the stock before you buy again).
* After you sell your stock, you cannot buy stock on next day. (ie, cooldown 1 day)

**Example:**

prices = [1, 2, 3, 0, 2]

maxProfit = 3

transactions = [buy, sell, cooldown, buy, sell]

**public** **class** Solution {

**public** **int** maxProfit(**int**[] prices) {

**int** sell = 0, prev\_sell = 0, buy = Integer.***MIN\_VALUE***, prev\_buy;

**for** (**int** price : prices) {

prev\_buy = buy;

buy = Math.*max*(prev\_sell - price, prev\_buy);

prev\_sell = sell;

sell = Math.*max*(prev\_buy + price, prev\_sell);

}

**return** sell;

}

}

# [Minimum Height Trees](https://leetcode.com/problems/minimum-height-trees)

For a undirected graph with tree characteristics, we can choose any node as the root. The result graph is then a rooted tree. Among all possible rooted trees, those with minimum height are called minimum height trees (MHTs). Given such a graph, write a function to find all the MHTs and return a list of their root labels.

**Format**  
The graph contains n nodes which are labeled from 0 to n - 1. You will be given the number n and a list of undirected edges (each edge is a pair of labels).

You can assume that no duplicate edges will appear in edges. Since all edges are undirected, [0, 1] is the same as [1, 0] and thus will not appear together in edges.

**Example 1:**

Given n = 4, edges = [[1, 0], [1, 2], [1, 3]]

0

|

1

/ \

2 3

return [1]

**Example 2:**

Given n = 6, edges = [[0, 3], [1, 3], [2, 3], [4, 3], [5, 4]]

0 1 2

\ | /

3

|

4

|

5

return [3, 4]

**Note**:

(1) According to the [definition of tree on Wikipedia](https://en.wikipedia.org/wiki/Tree_(graph_theory)): “a tree is an undirected graph in which any two vertices are connected by *exactly* one path. In other words, any connected graph without simple cycles is a tree.”

(2) The height of a rooted tree is the number of edges on the longest downward path between the root and a leaf.

**public** **class** Solution {

**public** List<Integer> findMinHeightTrees(**int** n, **int**[][] edges) {

**if** (n == 1)

**return** Collections.*singletonList*(0);

List<Set<Integer>> adj = **new** ArrayList<>(n);

**for** (**int** i = 0; i < n; ++i)

adj.add(**new** HashSet<>());

**for** (**int**[] edge : edges) {

adj.get(edge[0]).add(edge[1]);

adj.get(edge[1]).add(edge[0]);

}

List<Integer> leaves = **new** ArrayList<>();

**for** (**int** i = 0; i < n; ++i)

**if** (adj.get(i).size() == 1)

leaves.add(i);

**while** (n > 2) {

n -= leaves.size();

List<Integer> newLeaves = **new** ArrayList<>();

**for** (**int** i : leaves) {

**int** j = adj.get(i).iterator().next();

adj.get(j).remove(i);

**if** (adj.get(j).size() == 1)

newLeaves.add(j);

}

leaves = newLeaves;

}

**return** leaves;

}

}

# [Sparse Matrix Multiplication](https://leetcode.com/problems/sparse-matrix-multiplication)

Given two [sparse matrices](https://en.wikipedia.org/wiki/Sparse_matrix) **A** and **B**, return the result of **AB**.

You may assume that **A**'s column number is equal to **B**'s row number.

**Example:**

**A** = [

[ 1, 0, 0],

[-1, 0, 3]

]

**B** = [

[ 7, 0, 0 ],

[ 0, 0, 0 ],

[ 0, 0, 1 ]

]

| 1 0 0 | | 7 0 0 | | 7 0 0 |

**AB** = | -1 0 3 | x | 0 0 0 | = | -7 0 3 |

| 0 0 1 |

**public** **class** Solution {

**public** **int**[][] multiply(**int**[][] A, **int**[][] B) {

**int** m = A.length, n = A[0].length, nB = B[0].length;

**int**[][] C = **new** **int**[m][nB];

**for** (**int** i = 0; i < m; i++)

**for** (**int** k = 0; k < n; k++)

**if** (A[i][k] != 0) {

**for** (**int** j = 0; j < nB; j++)

**if** (B[k][j] != 0)

C[i][j] += A[i][k] \* B[k][j];

**return** C;

}

}

思路：暴力，无它。

# [Burst Balloons](https://leetcode.com/problems/burst-balloons)

Given n balloons, indexed from 0 to n-1. Each balloon is painted with a number on it represented by array nums. You are asked to burst all the balloons. If the you burst balloon i you will get nums[left] \* nums[i] \* nums[right] coins. Here left and right are adjacent indices of i. After the burst, the left and right then becomes adjacent.

Find the maximum coins you can collect by bursting the balloons wisely.

**Note:**   
(1) You may imagine nums[-1] = nums[n] = 1. They are not real therefore you can not burst them.  
(2) 0 ≤ n ≤ 500, 0 ≤ nums[i] ≤ 100

**Example:**

Given [3, 1, 5, 8]

Return 167

nums = [3,1,5,8] --> [3,5,8] --> [3,8] --> [8] --> []

coins = 3\*1\*5 + 3\*5\*8 + 1\*3\*8 + 1\*8\*1 = 167

**public** **class** Solution {

**public** **int** maxCoins(**int**[] nums) {

**int**[] nnums = **new** **int**[nums.length + 2];

**int** n = 1;

**for** (**int** x : nums)

**if** (x > 0)

nnums[n++] = x;

nnums[0] = nnums[n++] = 1;

**int**[][] memo = **new** **int**[n][n];

**return** burst(memo, nnums, 0, n - 1);

}

**public** **int** burst(**int**[][] memo, **int**[] nums, **int** left, **int** right) {

**if** (left + 1 == right)

**return** 0;

**if** (memo[left][right] > 0)

**return** memo[left][right];

**int** ans = 0;

**for** (**int** i = left + 1; i < right; ++i)

ans = Math.*max*(ans, nums[left] \* nums[i] \* nums[right]

+ burst(memo, nums, left, i) + burst(memo, nums, i, right));

memo[left][right] = ans;

**return** ans;

}

}

**public** **class** Solution {

**public** **int** maxCoins(**int**[] nums) {

**int**[] nnums = **new** **int**[nums.length + 2];

**int** n = 1;

**for** (**int** x : nums)

**if** (x > 0)

nnums[n++] = x;

nnums[0] = nnums[n++] = 1;

**int**[][] dp = **new** **int**[n][n];

**for** (**int** k = 2; k < n; ++k)

**for** (**int** left = 0; left < n - k; ++left) {

**int** right = left + k;

**for** (**int** i = left + 1; i < right; ++i)

dp[left][right] = Math.*max*(dp[left][right],

nnums[left] \* nnums[i] \* nnums[right] + dp[left][i]

+ dp[i][right]);

}

**return** dp[0][n - 1];

}

}

# [Super Ugly Number](https://leetcode.com/problems/super-ugly-number)

Write a program to find the nth super ugly number.

Super ugly numbers are positive numbers whose all prime factors are in the given prime list primes of size k. For example, [1, 2, 4, 7, 8, 13, 14, 16, 19, 26, 28, 32] is the sequence of the first 12 super ugly numbers given primes = [2, 7, 13, 19] of size 4.

**Note:**  
(1) 1 is a super ugly number for any given primes.  
(2) The given numbers in primes are in ascending order.  
(3) 0 < k ≤ 100, 0 < n ≤ 106, 0 < primes[i] < 1000.  
(4) The nth super ugly number is guaranteed to fit in a 32-bit signed integer.

**public** **class** Solution {

**public** **int** nthSuperUglyNumber(**int** n, **int**[] primes) {

**int**[] ugly = **new** **int**[n];

**int**[] idx = **new** **int**[primes.length];

**int**[] val = **new** **int**[primes.length];

Arrays.*fill*(val, 1);

**int** next = 1;

**for** (**int** i = 0; i < n; i++) {

ugly[i] = next;

next = Integer.***MAX\_VALUE***;

**for** (**int** j = 0; j < primes.length; j++) {

**if** (val[j] == ugly[i])

val[j] = ugly[idx[j]++] \* primes[j];

next = Math.*min*(next, val[j]);

}

}

**return** ugly[n - 1];

}

}

# [Binary Tree Vertical Order Traversal](https://leetcode.com/problems/binary-tree-vertical-order-traversal)

Given a binary tree, return the *vertical order* traversal of its nodes' values. (ie, from top to bottom, column by column).

If two nodes are in the same row and column, the order should be from **left to right**.

**Examples:**

Given binary tree [3,9,20,null,null,15,7],

3

/\

/ \

9 20

/\

/ \

15 7

return its vertical order traversal as:

[ [9],

[3,15],

[20],

[7]]

Given binary tree [3,9,8,4,0,1,7],

3

/\

/ \

9 8

/\ /\

/ \/ \

4 01 7

return its vertical order traversal as:

[ [4],

[9],

[3,0,1],

[8],

[7]]

Given binary tree [3,9,8,4,0,1,7,null,null,null,2,5] (0's right child is 2 and 1's left child is 5),

3

/\

/ \

9 8

/\ /\

/ \/ \

4 01 7

/\

/ \

5 2

return its vertical order traversal as:

[ [4],

[9,5],

[3,0,1],

[8,2],

[7]]

**public** **class** Solution {

**public** List<List<Integer>> verticalOrder(TreeNode root) {

List<List<Integer>> cols = **new** ArrayList<>();

**if** (root == **null**)

**return** cols;

**int**[] range = **new** **int**[] { 0, 0 };

getRange(root, range, 0);

**for** (**int** i = range[0]; i <= range[1]; i++)

cols.add(**new** ArrayList<Integer>());

Queue<TreeNode> queue = **new** LinkedList<>();

Queue<Integer> colQueue = **new** LinkedList<>();

queue.add(root);

colQueue.add(-range[0]);

**while** (!queue.isEmpty()) {

TreeNode node = queue.poll();

**int** col = colQueue.poll();

cols.get(col).add(node.val);

**if** (node.left != **null**) {

queue.add(node.left);

colQueue.add(col - 1);

}

**if** (node.right != **null**) {

queue.add(node.right);

colQueue.add(col + 1);

}

}

**return** cols;

}

**public** **void** getRange(TreeNode root, **int**[] range, **int** col) {

**if** (root == **null**) {

**return**;

}

range[0] = Math.*min*(range[0], col);

range[1] = Math.*max*(range[1], col);

getRange(root.left, range, col - 1);

getRange(root.right, range, col + 1);

}

}

# [Count of Smaller Numbers After Self](https://leetcode.com/problems/count-of-smaller-numbers-after-self)

You are given an integer array *nums* and you have to return a new *counts* array. The *counts* array has the property where counts[i] is the number of smaller elements to the right of nums[i].

**Example:**

Given *nums* = [5, 2, 6, 1]

To the right of 5 there are **2** smaller elements (2 and 1).

To the right of 2 there is only **1** smaller element (1).

To the right of 6 there is **1** smaller element (1).

To the right of 1 there is **0** smaller element.

Return the array [2, 1, 1, 0].

**public** **class** Solution {

**public** List<Integer> countSmaller(**int**[] nums) {

**if** (nums == **null** || nums.length == 0)

**return** **new** ArrayList<Integer>();

Num[] arr = **new** Num[nums.length];

**for** (**int** i = 0; i < nums.length; i++)

arr[i] = **new** Num(nums[i], i);

**int**[] smaller = **new** **int**[nums.length];

mergeCount(smaller, arr, 0, nums.length - 1);

List<Integer> res = **new** ArrayList<Integer>();

**for** (**int** count : smaller)

res.add(count);

**return** res;

}

**private** **void** mergeCount(**int**[] smaller, Num[] nums, **int** l, **int** r) {

**if** (l >= r)

**return**;

**int** mid = l + (r - l) / 2;

mergeCount(smaller, nums, l, mid);

mergeCount(smaller, nums, mid + 1, r);

Num[] cache = **new** Num[r - l + 1];

**int** j = mid + 1, k = mid + 1;

**for** (**int** i = l, idx = 0; i <= mid; i++, idx++) {

**while** (j <= r && nums[i].val > nums[j].val)

j++;

**while** (k <= r && nums[k].val < nums[i].val)

cache[idx++] = nums[k++];

cache[idx] = nums[i];

smaller[nums[i].idx] += j - mid - 1;

}

System.*arraycopy*(cache, 0, nums, l, k - l);

}

**class** Num {

**int** val, idx;

**public** Num(**int** val, **int** idx) {

**this**.val = val;

**this**.idx = idx;

}

}

}

# [Remove Duplicate Letters](https://leetcode.com/problems/remove-duplicate-letters)

Given a string which contains only lowercase letters, remove duplicate letters so that every letter appear once and only once. You must make sure your result is the smallest in lexicographical order among all possible results.

**Example:**

Given "bcabc"  
Return "abc"

Given "cbacdcbc"  
Return "acdb"

**public** **class** Solution {

**public** String removeDuplicateLetters(String s) {

**int**[] cnt = **new** **int**[26];

**int** pos = 0;

**for** (**int** i = 0; i < s.length(); i++)

cnt[s.charAt(i) - 'a']++;

**for** (**int** i = 0; i < s.length(); i++) {

**if** (s.charAt(i) < s.charAt(pos))

pos = i;

**if** (--cnt[s.charAt(i) - 'a'] == 0)

**break**;

}

**return** s.length() == 0 ? ""

: s.charAt(pos) + removeDuplicateLetters(s.substring(pos + 1)

.replaceAll("" + s.charAt(pos), ""));

}

}

# [Shortest Distance from All Buildings](https://leetcode.com/problems/shortest-distance-from-all-buildings)

You want to build a house on an *empty* land which reaches all buildings in the shortest amount of distance. You can only move up, down, left and right. You are given a 2D grid of values **0**, **1** or **2**, where:

* Each **0** marks an empty land which you can pass by freely.
* Each **1** marks a building which you cannot pass through.
* Each **2** marks an obstacle which you cannot pass through.

For example, given three buildings at (0,0), (0,4), (2,2), and an obstacle at (0,2):

1 - 0 - 2 - 0 - 1

| | | | |

0 - 0 - 0 - 0 - 0

| | | | |

0 - 0 - 1 - 0 - 0

The point (1,2) is an ideal empty land to build a house, as the total travel distance of 3+3+1=7 is minimal. So return 7.

**Note:**  
There will be at least one building. If it is not possible to build such house according to the above rules, return -1.

**public** **class** Solution {

**public** **int** shortestDistance(**int**[][] grid) {

**if** (grid == **null** || grid[0].length == 0)

**return** 0;

**final** **int**[] shift = **new** **int**[] { 0, 1, 0, -1, 0 };

**int** row = grid.length, col = grid[0].length;

**int**[][] distance = **new** **int**[row][col];

**int**[][] reach = **new** **int**[row][col];

**int** buildingNum = 0;

**for** (**int** i = 0; i < row; i++) {

**for** (**int** j = 0; j < col; j++) {

**if** (grid[i][j] == 1) {

buildingNum++;

Queue<**int**[]> myQueue = **new** LinkedList<**int**[]>();

myQueue.offer(**new** **int**[] { i, j });

**boolean**[][] isVisited = **new** **boolean**[row][col];

**int** level = 1;

**while** (!myQueue.isEmpty()) {

**int** qSize = myQueue.size();

**for** (**int** q = 0; q < qSize; q++) {

**int**[] curr = myQueue.poll();

**for** (**int** k = 0; k < 4; k++) {

**int** nextRow = curr[0] + shift[k];

**int** nextCol = curr[1] + shift[k + 1];

**if** (nextRow >= 0 && nextRow < row

&& nextCol >= 0 && nextCol < col

&& grid[nextRow][nextCol] == 0

&& !isVisited[nextRow][nextCol]) {

distance[nextRow][nextCol] += level;

reach[nextRow][nextCol]++;

isVisited[nextRow][nextCol] = **true**;

myQueue.offer(

**new** **int**[] { nextRow, nextCol });

}

}

}

level++;

}

}

}

}

**int** shortest = Integer.***MAX\_VALUE***;

**for** (**int** i = 0; i < row; i++)

**for** (**int** j = 0; j < col; j++)

**if** (grid[i][j] == 0 && reach[i][j] == buildingNum)

shortest = Math.*min*(shortest, distance[i][j]);

**return** shortest == Integer.***MAX\_VALUE*** ? -1 : shortest;

}

}

# [Maximum Product of Word Lengths](https://leetcode.com/problems/maximum-product-of-word-lengths)

Given a string array words, find the maximum value of length(word[i]) \* length(word[j]) where the two words do not share common letters. You may assume that each word will contain only lower case letters. If no such two words exist, return 0.

**Example 1:**

Given ["abcw", "baz", "foo", "bar", "xtfn", "abcdef"]  
Return 16  
The two words can be "abcw", "xtfn".

**Example 2:**

Given ["a", "ab", "abc", "d", "cd", "bcd", "abcd"]  
Return 4  
The two words can be "ab", "cd".

**Example 3:**

Given ["a", "aa", "aaa", "aaaa"]  
Return 0  
No such pair of words.

**public** **class** Solution {

**public** **static** **int** maxProduct(String[] words) {

**if** (words == **null** || words.length == 0)

**return** 0;

**int** len = words.length;

**int**[] value = **new** **int**[len];

**for** (**int** i = 0; i < len; i++) {

String tmp = words[i];

value[i] = 0;

**for** (**int** j = 0; j < tmp.length(); j++) {

value[i] |= 1 << (tmp.charAt(j) - 'a');

}

}

**int** maxProduct = 0;

**for** (**int** i = 0; i < len; i++)

**for** (**int** j = i + 1; j < len; j++) {

**if** ((value[i] & value[j]) == 0

&& (words[i].length() \* words[j].length() > maxProduct))

maxProduct = words[i].length() \* words[j].length();

}

**return** maxProduct;

}

}

# [Bulb Switcher](https://leetcode.com/problems/bulb-switcher)

There are *n* bulbs that are initially off. You first turn on all the bulbs. Then, you turn off every second bulb. On the third round, you toggle every third bulb (turning on if it's off or turning off if it's on). For the *i*th round, you toggle every *i* bulb. For the *n*th round, you only toggle the last bulb. Find how many bulbs are on after *n* rounds.

**Example:**

Given *n* = 3.   
At first, the three bulbs are **[off, off, off]**.

After first round, the three bulbs are **[on, on, on]**.

After second round, the three bulbs are **[on, off, on]**.

After third round, the three bulbs are **[on, off, off]**.   
So you should return 1, because there is only one bulb is on.

**public** **class** Solution {

**public** **int** bulbSwitch(**int** n) {

**return** (**int**) Math.*sqrt*(n);

}

}

# [Generalized Abbreviation](https://leetcode.com/problems/generalized-abbreviation)

Write a function to generate the generalized abbreviations of a word.

**Example:**

Given word = "word", return the following list (order does not matter):

["word", "1ord", "w1rd", "wo1d", "wor1", "2rd", "w2d", "wo2", "1o1d", "1or1", "w1r1", "1o2", "2r1", "3d", "w3", "4"]

**public** **class** Solution {

**public** List<String> generateAbbreviations(String word) {

List<String> ans = **new** ArrayList<String>();

backtrack(ans, **new** StringBuilder(), word, 0, 0);

**return** ans;

}

**private** **void** backtrack(List<String> ans, StringBuilder builder, String word,

**int** i, **int** k) {

**int** len = builder.length();

**if** (i == word.length()) {

**if** (k != 0)

builder.append(k);

ans.add(builder.toString());

} **else** {

backtrack(ans, builder, word, i + 1, k + 1);

**if** (k != 0)

builder.append(k);

builder.append(word.charAt(i));

backtrack(ans, builder, word, i + 1, 0);

}

builder.setLength(len);

}

}

# [Create Maximum Number](https://leetcode.com/problems/create-maximum-number)

Given two arrays of length m and n with digits 0-9 representing two numbers. Create the maximum number of length k <= m + nfrom digits of the two. The relative order of the digits from the same array must be preserved. Return an array of the k digits. You should try to optimize your time and space complexity.

**Example 1:**

nums1 = [3, 4, 6, 5]  
nums2 = [9, 1, 2, 5, 8, 3]  
k = 5  
return [9, 8, 6, 5, 3]

**Example 2:**

nums1 = [6, 7]  
nums2 = [6, 0, 4]  
k = 5  
return [6, 7, 6, 0, 4]

**Example 3:**

nums1 = [3, 9]  
nums2 = [8, 9]  
k = 3  
return [9, 8, 9]

**public** **class** Solution {

**public** **int**[] maxNumber(**int**[] nums1, **int**[] nums2, **int** k) {

**int** n = nums1.length;

**int** m = nums2.length;

**int**[] ans = **new** **int**[k];

**for** (**int** i = Math.*max*(0, k - m); i <= k && i <= n; ++i) {

**int**[] candidate = merge(maxArray(nums1, i), maxArray(nums2, k - i),

k);

**if** (greater(candidate, 0, ans, 0))

ans = candidate;

}

**return** ans;

}

**private** **int**[] merge(**int**[] nums1, **int**[] nums2, **int** k) {

**int**[] ans = **new** **int**[k];

**for** (**int** i = 0, j = 0, r = 0; r < k; ++r)

ans[r] = greater(nums1, i, nums2, j) ? nums1[i++] : nums2[j++];

**return** ans;

}

**public** **boolean** greater(**int**[] nums1, **int** i, **int**[] nums2, **int** j) {

**while** (i < nums1.length && j < nums2.length && nums1[i] == nums2[j]) {

i++;

j++;

}

**return** j == nums2.length || (i < nums1.length && nums1[i] > nums2[j]);

}

**public** **int**[] maxArray(**int**[] nums, **int** k) {

**int** n = nums.length;

**int**[] ans = **new** **int**[k];

**for** (**int** i = 0, j = 0; i < n; ++i) {

**while** (n - i + j > k && j > 0 && ans[j - 1] < nums[i])

j--;

**if** (j < k)

ans[j++] = nums[i];

}

**return** ans;

}

}

# [Coin Change](https://leetcode.com/problems/coin-change)

You are given coins of different denominations and a total amount of money *amount*. Write a function to compute the fewest number of coins that you need to make up that amount. If that amount of money cannot be made up by any combination of the coins, return -1.

**Example 1:**  
coins = [1, 2, 5], amount = 11  
return 3 (11 = 5 + 5 + 1)

**Example 2:**  
coins = [2], amount = 3  
return -1.

**Note**:  
You may assume that you have an infinite number of each kind of coin.

**public** **class** Solution {

**public** **int** coinChange(**int**[] coins, **int** amount) {

**if** (amount < 1)

**return** 0;

**return** coinChange(coins, amount, **new** **int**[amount]);

}

**private** **int** coinChange(**int**[] coins, **int** rem, **int**[] count) {

**if** (rem < 0)

**return** -1;

**if** (rem == 0)

**return** 0;

**if** (count[rem - 1] != 0)

**return** count[rem - 1];

**int** min = Integer.***MAX\_VALUE***;

**for** (**int** coin : coins) {

**int** res = coinChange(coins, rem - coin, count);

**if** (res >= 0 && res < min)

min = 1 + res;

}

count[rem - 1] = (min == Integer.***MAX\_VALUE***) ? -1 : min;

**return** count[rem - 1];

}

}

**public** **class** Solution {

**public** **int** coinChange(**int**[] coins, **int** amount) {

**int** max = amount + 1;

**int**[] dp = **new** **int**[amount + 1];

Arrays.*fill*(dp, max);

dp[0] = 0;

**for** (**int** i = 1; i <= amount; i++) {

**for** (**int** j = 0; j < coins.length; j++) {

**if** (coins[j] <= i) {

dp[i] = Math.*min*(dp[i], dp[i - coins[j]] + 1);

}

}

}

**return** dp[amount] > amount ? -1 : dp[amount];

}

}

# [Number of Connected Components in an Undirected Graph](https://leetcode.com/problems/number-of-connected-components-in-an-undirected-graph)

Given n nodes labeled from 0 to n - 1 and a list of undirected edges (each edge is a pair of nodes), write a function to find the number of connected components in an undirected graph.

**Example 1:**

0 3

| |

1 --- 2 4

Given n = 5 and edges = [[0, 1], [1, 2], [3, 4]], return 2.

**Example 2:**

0 4

| |

1 --- 2 --- 3

Given n = 5 and edges = [[0, 1], [1, 2], [2, 3], [3, 4]], return 1.

**Note:**  
You can assume that no duplicate edges will appear in edges. Since all edges are undirected, [0, 1] is the same as [1, 0] and thus will not appear together in edges.

**public** **class** Solution {

**public** **int** countComponents(**int** n, **int**[][] edges) {

**int**[] roots = **new** **int**[n];

**for** (**int** i = 0; i < n; i++)

roots[i] = i;

**for** (**int**[] e : edges) {

**int** root1 = find(roots, e[0]);

**int** root2 = find(roots, e[1]);

**if** (root1 != root2) {

roots[root1] = root2; // union

n--;

}

}

**return** n;

}

**public** **int** find(**int**[] roots, **int** id) {

**while** (roots[id] != id) {

roots[id] = roots[roots[id]]; // optional: path compression

id = roots[id];

}

**return** id;

}

}

**public** **class** Solution {

**public** **int** countComponents(**int** n, **int**[][] edges) {

**int** count = 0;

**int** m = edges.length;

Map<Integer, List<Integer>> eM = **new** HashMap<>();

**for** (**int** i = 0; i < m; ++i) {

List<Integer> tmpL = eM.getOrDefault(edges[i][0],

**new** ArrayList<Integer>());

List<Integer> tmpL2 = eM.getOrDefault(edges[i][1],

**new** ArrayList<Integer>());

tmpL.add(edges[i][1]);

tmpL2.add(edges[i][0]);

eM.put(edges[i][0], tmpL);

eM.put(edges[i][1], tmpL2);

}

Set<Integer> consumed = **new** HashSet<Integer>();

**for** (**int** i = 0; i < n; ++i) {

**if** (consumed.contains(i))

**continue**;

consumed.add(i);

++count;

List<Integer> l = eM.getOrDefault(i, **new** ArrayList<Integer>());

**while** (!l.isEmpty()) {

**int** j = l.get(0);

l.remove(0);

**if** (consumed.contains(j))

**continue**;

consumed.add(j);

l.addAll(eM.getOrDefault(j, **new** ArrayList<Integer>()));

}

}

**return** count;

}

}

# [Wiggle Sort II](https://leetcode.com/problems/wiggle-sort-ii)

Given an unsorted array nums, reorder it such that nums[0] < nums[1] > nums[2] < nums[3]....

**Example:**  
(1) Given nums = [1, 5, 1, 1, 6, 4], one possible answer is [1, 4, 1, 5, 1, 6].   
(2) Given nums = [1, 3, 2, 2, 3, 1], one possible answer is [2, 3, 1, 3, 1, 2].

**Note:**  
You may assume all input has valid answer.

**Follow Up:**  
Can you do it in O(n) time and/or in-place with O(1) extra space?

**public** **class** Solution {

**public** **void** wiggleSort(**int**[] nums) {

**if** (nums == **null** || nums.length == 0)

**return**;

**int** len = nums.length;

**int** median = findMedian(0, len - 1, len / 2, nums);

**int** left = 0, right = len - 1, i = 0;

**while** (i <= right) {

**int** mappedCurIndex = newIndex(i, len);

**if** (nums[mappedCurIndex] > median) {

**int** mappedLeftIndex = newIndex(left, len);

swap(mappedLeftIndex, mappedCurIndex, nums);

left++;

i++;

} **else** **if** (nums[mappedCurIndex] < median) {

**int** mappedRightIndex = newIndex(right, len);

swap(mappedCurIndex, mappedRightIndex, nums);

right--;

} **else**

i++;

}

}

**public** **int** newIndex(**int** index, **int** len) {

**return** (1 + 2 \* index) % (len | 1);

}

**public** **int** findMedian(**int** start, **int** end, **int** k, **int**[] nums) {

**if** (start > end)

**return** Integer.***MAX\_VALUE***;

**int** pivot = nums[end];

**int** indexOfWall = start;

**for** (**int** i = start; i < end; i++) {

**if** (nums[i] <= pivot) {

swap(i, indexOfWall, nums);

indexOfWall++;

}

}

swap(indexOfWall, end, nums);

**if** (indexOfWall == k)

**return** nums[indexOfWall];

**else** **if** (indexOfWall < k)

**return** findMedian(indexOfWall + 1, end, k, nums);

**else**

**return** findMedian(start, indexOfWall - 1, k, nums);

}

**public** **void** swap(**int** i, **int** j, **int**[] nums) {

**int** temp = nums[i];

nums[i] = nums[j];

nums[j] = temp;

}

}

# [Maximum Size Subarray Sum Equals k](https://leetcode.com/problems/maximum-size-subarray-sum-equals-k)

Given an array *nums* and a target value *k*, find the maximum length of a subarray that sums to *k*. If there isn't one, return 0 instead.

**Note:**  
The sum of the entire *nums* array is guaranteed to fit within the 32-bit signed integer range.

**Example 1:**

Given *nums* = [1, -1, 5, -2, 3], *k* = 3,  
return 4. (because the subarray [1, -1, 5, -2] sums to 3 and is the longest)

**Example 2:**

Given *nums* = [-2, -1, 2, 1], *k* = 1,  
return 2. (because the subarray [-1, 2] sums to 1 and is the longest)

**Follow Up:**  
Can you do it in O(*n*) time?

**public** **class** Solution {

**public** **int** maxSubArrayLen(**int**[] nums, **int** k) {

**int** sum = 0, max = 0;

HashMap<Integer, Integer> map = **new** HashMap<Integer, Integer>();

**for** (**int** i = 0; i < nums.length; i++) {

sum = sum + nums[i];

**if** (sum == k)

max = i + 1;

**else** **if** (map.containsKey(sum - k))

max = Math.*max*(max, i - map.get(sum - k));

**if** (!map.containsKey(sum))

map.put(sum, i);

}

**return** max;

}

}

# [Power of Three](https://leetcode.com/problems/power-of-three)

Given an integer, write a function to determine if it is a power of three.

**Follow up:**  
Could you do it without using any loop / recursion?

**public** **class** Solution {

**public** **boolean** isPowerOfThree(**int** n) {

**if** (n < 1) {

**return** **false**;

}

**while** (n % 3 == 0) {

n /= 3;

}

**return** n == 1;

}

}

# [Count of Range Sum](https://leetcode.com/problems/count-of-range-sum)

Given an integer array nums, return the number of range sums that lie in [lower, upper] inclusive.  
Range sum S(i, j) is defined as the sum of the elements in nums between indices i and j (i ? j), inclusive.

**Note:**  
A naive algorithm of *O*(*n*2) is trivial. You MUST do better than that.

**Example:**  
Given *nums* = [-2, 5, -1], *lower* = -2, *upper* = 2,  
Return 3.  
The three ranges are : [0, 0], [2, 2], [0, 2] and their respective sums are: -2, -1, 2.

**public** **class** Solution {

**public** **int** countRangeSum(**int**[] nums, **int** lower, **int** upper) {

**int** n = nums.length;

**long**[] sums = **new** **long**[n + 1];

**for** (**int** i = 0; i < n; ++i)

sums[i + 1] = sums[i] + nums[i];

**return** countWhileMergeSort(sums, 0, n + 1, lower, upper);

}

**private** **int** countWhileMergeSort(**long**[] sums, **int** start, **int** end, **int** lower,

**int** upper) {

**if** (end - start <= 1)

**return** 0;

**int** mid = (start + end) / 2;

**int** count = countWhileMergeSort(sums, start, mid, lower, upper)

+ countWhileMergeSort(sums, mid, end, lower, upper);

**int** j = mid, k = mid, t = mid;

**long**[] cache = **new** **long**[end - start];

**for** (**int** i = start, r = 0; i < mid; ++i, ++r) {

**while** (k < end && sums[k] - sums[i] < lower)

k++;

**while** (j < end && sums[j] - sums[i] <= upper)

j++;

**while** (t < end && sums[t] < sums[i])

cache[r++] = sums[t++];

cache[r] = sums[i];

count += j - k;

}

System.*arraycopy*(cache, 0, sums, start, t - start);

**return** count;

}

}

# [Odd Even Linked List](https://leetcode.com/problems/odd-even-linked-list)

Given a singly linked list, group all odd nodes together followed by the even nodes. Please note here we are talking about the node number and not the value in the nodes.

You should try to do it in place. The program should run in O(1) space complexity and O(nodes) time complexity.

**Example:**  
Given 1->2->3->4->5->NULL,  
return 1->3->5->2->4->NULL.

**Note:**  
The relative order inside both the even and odd groups should remain as it was in the input.   
The first node is considered odd, the second node even and so on ...

**public** **class** Solution {

**public** ListNode oddEvenList(ListNode head) {

**if** (head == **null**)

**return** **null**;

ListNode odd = head, even = head.next, evenHead = even;

**while** (even != **null** && even.next != **null**) {

odd.next = even.next;

odd = odd.next;

even.next = odd.next;

even = even.next;

}

odd.next = evenHead;

**return** head;

}

}

# [Longest Increasing Path in a Matrix](https://leetcode.com/problems/longest-increasing-path-in-a-matrix)

Given an integer matrix, find the length of the longest increasing path.

From each cell, you can either move to four directions: left, right, up or down. You may NOT move diagonally or move outside of the boundary (i.e. wrap-around is not allowed).

**Example 1:**

nums = [

[9,9,4],

[6,6,8],

[2,1,1]

]

Return 4  
The longest increasing path is [1, 2, 6, 9].

**Example 2:**

nums = [

[3,4,5],

[3,2,6],

[2,2,1]

]

Return 4  
The longest increasing path is [3, 4, 5, 6]. Moving diagonally is not allowed.

**public** **class** Solution {

**private** **static** **final** **int**[][] ***dirs*** = { { 0, 1 }, { 1, 0 }, { 0, -1 },

{ -1, 0 } };

**private** **int** m, n;

**public** **int** longestIncreasingPath(**int**[][] matrix) {

**if** (matrix.length == 0)

**return** 0;

m = matrix.length;

n = matrix[0].length;

**int**[][] cache = **new** **int**[m][n];

**int** ans = 0;

**for** (**int** i = 0; i < m; ++i)

**for** (**int** j = 0; j < n; ++j)

ans = Math.*max*(ans, dfs(matrix, i, j, cache));

**return** ans;

}

**private** **int** dfs(**int**[][] matrix, **int** i, **int** j, **int**[][] cache) {

**if** (cache[i][j] != 0)

**return** cache[i][j];

**for** (**int**[] d : ***dirs***) {

**int** x = i + d[0], y = j + d[1];

**if** (0 <= x && x < m && 0 <= y && y < n

&& matrix[x][y] > matrix[i][j])

cache[i][j] = Math.*max*(cache[i][j], dfs(matrix, x, y, cache));

}

**return** ++cache[i][j];

}

}

# [Patching Array](https://leetcode.com/problems/patching-array)

Given a sorted positive integer array *nums* and an integer *n*, add/patch elements to the array such that any number in range [1, n]inclusive can be formed by the sum of some elements in the array. Return the minimum number of patches required.

**Example 1:**  
*nums* = [1, 3], *n* = 6  
Return 1.

Combinations of *nums* are [1], [3], [1,3], which form possible sums of: 1, 3, 4.  
Now if we add/patch 2 to *nums*, the combinations are: [1], [2], [3], [1,3], [2,3], [1,2,3].  
Possible sums are 1, 2, 3, 4, 5, 6, which now covers the range [1, 6].  
So we only need 1 patch.

**Example 2:**  
*nums* = [1, 5, 10], *n* = 20  
Return 2.  
The two patches can be [2, 4].

**Example 3:**  
*nums* = [1, 2, 2], *n* = 5  
Return 0.

**public** **class** Solution {

**public** **int** minPatches(**int**[] nums, **int** n) {

**int** patches = 0, i = 0;

**long** miss = 1;

**while** (miss <= n) {

**if** (i < nums.length && nums[i] <= miss)

miss += nums[i++];

**else** {

miss += miss;

patches++;

}

}

**return** patches;

}

}

# [Verify Preorder Serialization of a Binary Tree](https://leetcode.com/problems/verify-preorder-serialization-of-a-binary-tree)

One way to serialize a binary tree is to use pre-order traversal. When we encounter a non-null node, we record the node's value. If it is a null node, we record using a sentinel value such as #.

\_9\_

/ \

3 2

/ \ / \

4 1 # 6

/ \ / \ / \

# # # # # #

For example, the above binary tree can be serialized to the string "9,3,4,#,#,1,#,#,2,#,6,#,#", where # represents a null node.

Given a string of comma separated values, verify whether it is a correct preorder traversal serialization of a binary tree. Find an algorithm without reconstructing the tree.

Each comma separated value in the string must be either an integer or a character '#' representing null pointer.

You may assume that the input format is always valid, for example it could never contain two consecutive commas such as "1,,3".

**Example 1:**  
"9,3,4,#,#,1,#,#,2,#,6,#,#"  
Return true

**Example 2:**  
"1,#"  
Return false

**Example 3:**  
"9,#,#,1"  
Return false

**public** **class** Solution {

**public** **boolean** isValidSerialization(String preorder) {

String[] nodes = preorder.split(",");

**int** diff = 1;

**for** (String node : nodes) {

**if** (--diff < 0)

**return** **false**;

**if** (!node.equals("#"))

diff += 2;

}

**return** diff == 0;

}

}

# [Reconstruct Itinerary](https://leetcode.com/problems/reconstruct-itinerary)

Given a list of airline tickets represented by pairs of departure and arrival airports [from, to], reconstruct the itinerary in order. All of the tickets belong to a man who departs from JFK. Thus, the itinerary must begin with JFK.

**Note:**

1. If there are multiple valid itineraries, you should return the itinerary that has the smallest lexical order when read as a single string. For example, the itinerary ["JFK", "LGA"] has a smaller lexical order than ["JFK", "LGB"].
2. All airports are represented by three capital letters (IATA code).
3. You may assume all tickets form at least one valid itinerary.

**Example 1:**  
tickets = [["MUC", "LHR"], ["JFK", "MUC"], ["SFO", "SJC"], ["LHR", "SFO"]]  
Return ["JFK", "MUC", "LHR", "SFO", "SJC"].

**Example 2:**  
tickets = [["JFK","SFO"],["JFK","ATL"],["SFO","ATL"],["ATL","JFK"],["ATL","SFO"]]  
Return ["JFK","ATL","JFK","SFO","ATL","SFO"].  
Another possible reconstruction is ["JFK","SFO","ATL","JFK","ATL","SFO"]. But it is larger in lexical order.

**public** **class** Solution {

**public** List<String> findItinerary(String[][] tickets) {

Map<String, PriorityQueue<String>> targets = **new** HashMap<>();

**for** (String[] ticket : tickets)

targets.computeIfAbsent(ticket[0], k -> **new** PriorityQueue<>())

.add(ticket[1]);

List<String> route = **new** LinkedList<>();

Stack<String> stack = **new** Stack<>();

stack.push("JFK");

**while** (!stack.empty()) {

**while** (targets.containsKey(stack.peek())

&& !targets.get(stack.peek()).isEmpty())

stack.push(targets.get(stack.peek()).poll());

route.add(0, stack.pop());

}

**return** route;

}

}

# [Largest BST Subtree](https://leetcode.com/problems/largest-bst-subtree)

Given a binary tree, find the largest subtree which is a Binary Search Tree (BST), where largest means subtree with largest number of nodes in it.

**Note:**  
A subtree must include all of its descendants.  
Here's an example:

10

/ \

5 15

/ \ \

1 8 7

The Largest BST Subtree in this case is the highlighted one.   
The return value is the subtree's size, which is 3.

**Follow up:**  
Can you figure out ways to solve it with O(n) time complexity?

**public** **class** Solution {

**public** **int** largestBSTSubtree(TreeNode root) {

**if** (root == **null**)

**return** 0;

**if** (root.left == **null** && root.right == **null**)

**return** 1;

**if** (isValid(root, **null**, **null**))

**return** countNode(root);

**return** Math.*max*(largestBSTSubtree(root.left),

largestBSTSubtree(root.right));

}

**public** **boolean** isValid(TreeNode root, Integer min, Integer max) {

**if** (root == **null**)

**return** **true**;

**if** (min != **null** && min >= root.val)

**return** **false**;

**if** (max != **null** && max <= root.val)

**return** **false**;

**return** isValid(root.left, min, root.val)

&& isValid(root.right, root.val, max);

}

**public** **int** countNode(TreeNode root) {

**if** (root == **null**)

**return** 0;

**if** (root.left == **null** && root.right == **null**)

**return** 1;

**return** 1 + countNode(root.left) + countNode(root.right);

}

}

# [Increasing Triplet Subsequence](https://leetcode.com/problems/increasing-triplet-subsequence)

Given an unsorted array return whether an increasing subsequence of length 3 exists or not in the array.

Formally the function should:

Return true if there exists *i, j, k*  
such that *arr[i]* < *arr[j]* < *arr[k]* given 0 ≤ *i* < *j* < *k* ≤ *n*-1 else return false.

Your algorithm should run in O(*n*) time complexity and O(*1*) space complexity.

**Examples:**  
Given [1, 2, 3, 4, 5],  
return true.

Given [5, 4, 3, 2, 1],  
return false.

**public** **class** Solution {

**public** **boolean** increasingTriplet(**int**[] nums) {

**int** small = Integer.***MAX\_VALUE***, big = Integer.***MAX\_VALUE***;

**for** (**int** n : nums) {

**if** (n <= small)

small = n;

**else** **if** (n <= big)

big = n;

**else**

**return** **true**;

}

**return** **false**;

}

}

# [Self Crossing](https://leetcode.com/problems/self-crossing)

You are given an array *x* of n positive numbers. You start at point (0,0) and moves x[0] metres to the north, then x[1] metres to the west, x[2] metres to the south, x[3] metres to the east and so on. In other words, after each move your direction changes counter-clockwise.

Write a one-pass algorithm with O(1) extra space to determine, if your path crosses itself, or not.

**Example 1:**

Given *x* = [2, 1, 1, 2],

?????

? ?

???????>

?

Return **true** (self crossing)

**Example 2:**

Given *x* = [1, 2, 3, 4],

????????

? ?

?

?

?????????????>

Return **false** (not self crossing)

**Example 3:**

Given *x* = [1, 1, 1, 1],

?????

? ?

?????>

Return **true** (self crossing)

**public** **class** Solution {

**public** **boolean** isSelfCrossing(**int**[] x) {

**for** (**int** i = 3, l = x.length; i < l; i++) {

**if** (x[i] >= x[i - 2] && x[i - 1] <= x[i - 3])

**return** **true**;

**else** **if** (i >= 4 && x[i - 1] == x[i - 3]

&& x[i] + x[i - 4] >= x[i - 2])

**return** **true**;

**else** **if** (i >= 5 && x[i - 2] >= x[i - 4]

&& x[i] + x[i - 4] >= x[i - 2] && x[i - 1] <= x[i - 3]

&& x[i - 1] + x[i - 5] >= x[i - 3])

**return** **true**;

}

**return** **false**;

}

}

# [Palindrome Pairs](https://leetcode.com/problems/palindrome-pairs)

Given a list of **unique** words, find all pairs of ***distinct*** indices (i, j) in the given list, so that the concatenation of the two words, i.e. words[i] + words[j] is a palindrome.

**Example 1:**  
Given words = ["bat", "tab", "cat"]  
Return [[0, 1], [1, 0]]  
The palindromes are ["battab", "tabbat"]

**Example 2:**  
Given words = ["abcd", "dcba", "lls", "s", "sssll"]  
Return [[0, 1], [1, 0], [3, 2], [2, 4]]  
The palindromes are ["dcbaabcd", "abcddcba", "slls", "llssssll"]

**public** **class** Solution {

**public** List<List<Integer>> palindromePairs(String[] words) {

List<List<Integer>> ret = **new** ArrayList<>();

**if** (words == **null** || words.length < 2)

**return** ret;

Map<String, Integer> map = **new** HashMap<String, Integer>();

**for** (**int** i = 0; i < words.length; i++)

map.put(words[i], i);

**for** (**int** i = 0; i < words.length; i++) {

**for** (**int** j = 0; j <= words[i].length(); j++) {

String str1 = words[i].substring(0, j);

String str2 = words[i].substring(j);

**if** (isPalindrome(str1)) {

String str2rvs = **new** StringBuilder(str2).reverse()

.toString();

**if** (map.containsKey(str2rvs) && map.get(str2rvs) != i) {

List<Integer> list = **new** ArrayList<Integer>();

list.add(map.get(str2rvs));

list.add(i);

ret.add(list);

}

}

**if** (isPalindrome(str2)) {

String str1rvs = **new** StringBuilder(str1).reverse()

.toString();

**if** (map.containsKey(str1rvs) && map.get(str1rvs) != i

&& str2.length() != 0) {

List<Integer> list = **new** ArrayList<Integer>();

list.add(i);

list.add(map.get(str1rvs));

ret.add(list);

}

}

}

}

**return** ret;

}

**private** **boolean** isPalindrome(String str) {

**int** left = 0;

**int** right = str.length() - 1;

**while** (left <= right)

**if** (str.charAt(left++) != str.charAt(right--))

**return** **false**;

**return** **true**;

}

}

# [House Robber III](https://leetcode.com/problems/house-robber-iii)

The thief has found himself a new place for his thievery again. There is only one entrance to this area, called the "root." Besides the root, each house has one and only one parent house. After a tour, the smart thief realized that "all houses in this place forms a binary tree". It will automatically contact the police if two directly-linked houses were broken into on the same night.

Determine the maximum amount of money the thief can rob tonight without alerting the police.

**Example 1:**

3

/ \

2 3

\ \

3 1

Maximum amount of money the thief can rob = 3 + 3 + 1 = **7**.

**Example 2:**

3

/ \

4 5

/ \ \

1 3 1

Maximum amount of money the thief can rob = 4 + 5 = **9**.

**public** **class** Solution {

**public** **int** rob(TreeNode root) {

**int**[] nums = robMax(root);

**return** Math.*max*(nums[0], nums[1]);

}

**int**[] robMax(TreeNode root) {

**int**[] nums = { 0, 0 };

**if** (root != **null**) {

**int**[] leftNums = robMax(root.left);

**int**[] rightNums = robMax(root.right);

nums[1] = leftNums[0] + rightNums[0] + root.val;

nums[0] = Math.*max*(leftNums[1], leftNums[0])

+ Math.*max*(rightNums[1], rightNums[0]);

}

**return** nums;

}

}

# [Counting Bits](https://leetcode.com/problems/counting-bits)

Given a non negative integer number **num**. For every numbers **i** in the range **0 ≤ i ≤ num** calculate the number of 1's in their binary representation and return them as an array.

**Example:**  
For num = 5 you should return [0,1,1,2,1,2].

**Follow up:**

* It is very easy to come up with a solution with run time **O(n\*sizeof(integer))**. But can you do it in linear time **O(n)** /possibly in a single pass?
* Space complexity should be **O(n)**.
* Can you do it like a boss? Do it without using any builtin function like **\_\_builtin\_popcount** in c++ or in any other language.

**public** **class** Solution {

**public** **int**[] countBits(**int** num) {

**int**[] ans = **new** **int**[num + 1];

**for** (**int** i = 1; i <= num; ++i)

ans[i] = ans[i & (i - 1)] + 1;

**return** ans;

}

}

# [Nested List Weight Sum](https://leetcode.com/problems/nested-list-weight-sum)

Given a nested list of integers, return the sum of all integers in the list weighted by their depth.

Each element is either an integer, or a list -- whose elements may also be integers or other lists.

**Example 1:**  
Given the list [[1,1],2,[1,1]], return **10**. (four 1's at depth 2, one 2 at depth 1)

**Example 2:**  
Given the list [1,[4,[6]]], return **27**. (one 1 at depth 1, one 4 at depth 2, and one 6 at depth 3; 1 + 4\*2 + 6\*3 = 27)

**public** **class** Solution {

**public** **int** depthSum(List<NestedInteger> nestedList) {

**return** depthSum(nestedList, 1);

}

**public** **int** depthSum(List<NestedInteger> list, **int** depth) {

**int** sum = 0;

**for** (NestedInteger n : list) {

**if** (n.isInteger())

sum += n.getInteger() \* depth;

**else**

sum += depthSum(n.getList(), depth + 1);

}

**return** sum;

}

}

# [Longest Substring with At Most K Distinct Characters](https://leetcode.com/problems/longest-substring-with-at-most-k-distinct-characters)

Given a string, find the length of the longest substring T that contains at most *k* distinct characters.

For example, Given s = “eceba” and k = 2,

T is "ece" which its length is 3.

**public** **class** Solution {

**public** **int** lengthOfLongestSubstringKDistinct(String s, **int** k) {

**int**[] count = **new** **int**[256];

**int** num = 0, i = 0, res = 0;

**for** (**int** j = 0; j < s.length(); j++) {

**if** (count[s.charAt(j)]++ == 0)

num++;

**if** (num > k) {

**while** (--count[s.charAt(i++)] > 0)

;

num--;

}

res = Math.*max*(res, j - i + 1);

}

**return** res;

}

}

# [Flatten Nested List Iterator](https://leetcode.com/problems/flatten-nested-list-iterator)

Given a nested list of integers, implement an iterator to flatten it.

Each element is either an integer, or a list -- whose elements may also be integers or other lists.

**Example 1:**  
Given the list [[1,1],2,[1,1]],

By calling *next* repeatedly until *hasNext* returns false, the order of elements returned by *next* should be: [1,1,2,1,1].

**Example 2:**  
Given the list [1,[4,[6]]],

By calling *next* repeatedly until *hasNext* returns false, the order of elements returned by *next* should be: [1,4,6].

**public** **class** NestedIterator **implements** Iterator<Integer> {

Queue<Integer> l;

**public** NestedIterator(List<NestedInteger> nestedList) {

l = **new** LinkedList<Integer>();

flattenNestedList(nestedList);

}

**private** **void** flattenNestedList(List<NestedInteger> list) {

**for**(NestedInteger ni:list) {

**if**(ni.isInteger())

l.add(ni.getInteger());

**else**

flattenNestedList(ni.getList());

}

}

@Override

**public** Integer next() {

**return** l.poll();

}

@Override

**public** **boolean** hasNext() {

**return** !l.isEmpty();

}

}

思路1：初始化时将结果存入一维数组。

**public** **class** NestedIterator **implements** Iterator<Integer> {

List<NestedInteger> l = **new** LinkedList<>();

**public** NestedIterator(List<NestedInteger> nestedList) {

l.addAll(nestedList);

}

@Override

**public** Integer next() {

**while**(!l.isEmpty()) {

NestedInteger cur = l.remove(0);

**if**(cur.isInteger())

**return** cur.getInteger();

**for**(**int** i = cur.getList().size()-1;i>=0;--i) {

NestedInteger v = cur.getList().get(i);

l.add(0, v);

}

}

**throw** **new** NullPointerException();

}

@Override

**public** **boolean** hasNext() {

**while**(!l.isEmpty()) {

NestedInteger cur = l.get(0);

**if**(cur.isInteger())

**return** **true**;

l.remove(0);

**for**(**int** i = cur.getList().size()-1;i>=0;--i) {

NestedInteger v = cur.getList().get(i);

l.add(0, v);

}

}

**return** **false**;

}

}

思路2：next前把当前元素（如果是数组）重新按元素顺序放到缓存数组最前。

# [Power of Four](https://leetcode.com/problems/power-of-four)

Given an integer (signed 32 bits), write a function to check whether it is a power of 4.

**Example:**  
Given num = 16, return true. Given num = 5, return false.

**Follow up**: Could you solve it without loops/recursion?

**public** **class** Solution {

**public** **boolean** isPowerOfFour(**int** num) {

**return** Integer.*toString*(num, 4).matches("10\*");

}

}

# [Integer Break](https://leetcode.com/problems/integer-break)

Given a positive integer *n*, break it into the sum of **at least** two positive integers and maximize the product of those integers. Return the maximum product you can get.

For example, given *n* = 2, return 1 (2 = 1 + 1); given *n* = 10, return 36 (10 = 3 + 3 + 4).

**Note**: You may assume that *n* is not less than 2 and not larger than 58.

**public** **class** Solution {

**public** **int** integerBreak(**int** n) {

**if** (n == 2)

**return** 1;

**if** (n == 3)

**return** 2;

**int** product = 1;

**while** (n > 4) {

product \*= 3;

n -= 3;

}

product \*= n;

**return** product;

}

}

# [Reverse String](https://leetcode.com/problems/reverse-string)

Write a function that takes a string as input and returns the string reversed.

**Example:**  
Given s = "hello", return "olleh".

**public** **class** Solution {

**public** String reverseString(String s) {

**char**[] word = s.toCharArray();

**int** i = 0;

**int** j = s.length() - 1;

**while** (i < j) {

**char** temp = word[i];

word[i] = word[j];

word[j] = temp;

i++;

j--;

}

**return** **new** String(word);

}

}

# [Reverse Vowels of a String](https://leetcode.com/problems/reverse-vowels-of-a-string)

Write a function that takes a string as input and reverse only the vowels of a string.

**Example 1:**  
Given s = "hello", return "holle".

**Example 2:**  
Given s = "leetcode", return "leotcede".

**Note:**  
The vowels does not include the letter "y".

**public** **class** Solution {

**public** String reverseVowels(String s) {

**char**[] chars = s.toCharArray();

Stack<Character> charStack = **new** Stack<Character>();

**for** (**int** i = 0; i < chars.length; ++i)

**if** (isVowel(chars[i]))

charStack.push(chars[i]);

**for** (**int** i = 0; i < chars.length; ++i) {

**if** (isVowel(chars[i]))

chars[i] = charStack.pop();

**return** **new** String(chars);

}

**private** **boolean** isVowel(**char** c) {

c = Character.*toLowerCase*(c);

**if** (c == 'a' || c == 'e' || c == 'i' || c == 'o' || c == 'u')

**return** **true**;

**return** **false**;

}

}

# [Moving Average from Data Stream](https://leetcode.com/problems/moving-average-from-data-stream)

Given a stream of integers and a window size, calculate the moving average of all integers in the sliding window.

For example,

MovingAverage m = new MovingAverage(3);

m.next(1) = 1

m.next(10) = (1 + 10) / 2

m.next(3) = (1 + 10 + 3) / 3

m.next(5) = (10 + 3 + 5) / 3

**public** **class** MovingAverage {

**private** **double** previousSum = 0.0;

**private** **int** maxSize;

**private** Queue<Integer> currentWindow;

**public** MovingAverage(**int** size) {

currentWindow = **new** LinkedList<Integer>();

maxSize = size;

}

**public** **double** next(**int** val) {

**if** (currentWindow.size() == maxSize)

previousSum -= currentWindow.remove();

previousSum += val;

currentWindow.add(val);

**return** previousSum / currentWindow.size();

}

}

# [Top K Frequent Elements](https://leetcode.com/problems/top-k-frequent-elements)

Given a non-empty array of integers, return the ***k*** most frequent elements.

For example,  
Given [1,1,1,2,2,3] and k = 2, return [1,2].

**Note:**

* You may assume *k* is always valid, 1 ? *k* ? number of unique elements.
* Your algorithm's time complexity **must be** better than O(*n* log *n*), where *n* is the array's size.

**public** **class** Solution {

**public** List<Integer> topKFrequent(**int**[] nums, **int** k) {

List<Integer>[] bucket = **new** List[nums.length + 1];

Map<Integer, Integer> frequencyMap = **new** HashMap<Integer, Integer>();

**for** (**int** n : nums) {

frequencyMap.put(n, frequencyMap.getOrDefault(n, 0) + 1);

}

**for** (**int** key : frequencyMap.keySet()) {

**int** frequency = frequencyMap.get(key);

**if** (bucket[frequency] == **null**) {

bucket[frequency] = **new** ArrayList<>();

}

bucket[frequency].add(key);

}

List<Integer> res = **new** ArrayList<>();

**for** (**int** pos = bucket.length - 1; pos >= 0 && res.size() < k; pos--) {

**if** (bucket[pos] != **null**) {

res.addAll(bucket[pos]);

}

}

**return** res.subList(0, k);

}

}

# [Design Tic-Tac-Toe](https://leetcode.com/problems/design-tic-tac-toe)

Design a Tic-tac-toe game that is played between two players on a *n* x *n* grid.

You may assume the following rules:

1. A move is guaranteed to be valid and is placed on an empty block.
2. Once a winning condition is reached, no more moves is allowed.
3. A player who succeeds in placing *n* of their marks in a horizontal, vertical, or diagonal row wins the game.

**Example:**

Given *n* = 3, assume that player 1 is "X" and player 2 is "O" in the board.

TicTacToe toe = new TicTacToe(3);

toe.move(0, 0, 1); -> Returns 0 (no one wins)

|X| | |

| | | | // Player 1 makes a move at (0, 0).

| | | |

toe.move(0, 2, 2); -> Returns 0 (no one wins)

|X| |O|

| | | | // Player 2 makes a move at (0, 2).

| | | |

toe.move(2, 2, 1); -> Returns 0 (no one wins)

|X| |O|

| | | | // Player 1 makes a move at (2, 2).

| | |X|

toe.move(1, 1, 2); -> Returns 0 (no one wins)

|X| |O|

| |O| | // Player 2 makes a move at (1, 1).

| | |X|

toe.move(2, 0, 1); -> Returns 0 (no one wins)

|X| |O|

| |O| | // Player 1 makes a move at (2, 0).

|X| |X|

toe.move(1, 0, 2); -> Returns 0 (no one wins)

|X| |O|

|O|O| | // Player 2 makes a move at (1, 0).

|X| |X|

toe.move(2, 1, 1); -> Returns 1 (player 1 wins)

|X| |O|

|O|O| | // Player 1 makes a move at (2, 1).

|X|X|X|

**public** **class** TicTacToe {

**private** **int**[] rows;

**private** **int**[] cols;

**private** **int** diagonal;

**private** **int** antiDiagonal;

**public** TicTacToe(**int** n) {

rows = **new** **int**[n];

cols = **new** **int**[n];

}

**public** **int** move(**int** row, **int** col, **int** player) {

**int** toAdd = player == 1 ? 1 : -1;

rows[row] += toAdd;

cols[col] += toAdd;

**if** (row == col)

diagonal += toAdd;

**if** (col == (cols.length - row - 1))

antiDiagonal += toAdd;

**int** size = rows.length;

**if** (Math.*abs*(rows[row]) == size || Math.*abs*(cols[col]) == size

|| Math.*abs*(diagonal) == size

|| Math.*abs*(antiDiagonal) == size) {

**return** player;

}

**return** 0;

}

}

# [Intersection of Two Arrays](https://leetcode.com/problems/intersection-of-two-arrays)

Given two arrays, write a function to compute their intersection.

**Example:**  
Given *nums1* = [1, 2, 2, 1], *nums2* = [2, 2], return [2].

**Note:**

* Each element in the result must be unique.
* The result can be in any order.

**public** **class** Solution {

**public** **int**[] intersection(**int**[] nums1, **int**[] nums2) {

Set<Integer> set = **new** HashSet<>();

Set<Integer> intersect = **new** HashSet<>();

**for** (**int** i = 0; i < nums1.length; i++)

set.add(nums1[i]);

**for** (**int** i = 0; i < nums2.length; i++)

**if** (set.contains(nums2[i]))

intersect.add(nums2[i]);

**int**[] result = **new** **int**[intersect.size()];

**int** i = 0;

**for** (Integer num : intersect)

result[i++] = num;

**return** result;

}

}

# [Intersection of Two Arrays II](https://leetcode.com/problems/intersection-of-two-arrays-ii)

Given two arrays, write a function to compute their intersection.

**Example:**  
Given *nums1* = [1, 2, 2, 1], *nums2* = [2, 2], return [2, 2].

**Note:**

* Each element in the result should appear as many times as it shows in both arrays.
* The result can be in any order.

**Follow up:**

* What if the given array is already sorted? How would you optimize your algorithm?
* What if *nums1*'s size is small compared to *nums2*'s size? Which algorithm is better?
* What if elements of *nums2* are stored on disk, and the memory is limited such that you cannot load all elements into the memory at once?

**public** **class** Solution {

**public** **int**[] intersect(**int**[] nums1, **int**[] nums2) {

Map<Integer, Integer> set = **new** HashMap<>();

Map<Integer, Integer> intersect = **new** HashMap<>();

**int** count = 0;

**for** (**int** i = 0; i < nums1.length; i++)

set.put(nums1[i], set.getOrDefault(nums1[i], 0) + 1);

**for** (**int** i = 0; i < nums2.length; i++) {

**if** (set.containsKey(nums2[i]) && set.get(nums2[i]) > intersect

.getOrDefault(nums2[i], 0)) {

intersect.put(nums2[i],

intersect.getOrDefault(nums2[i], 0) + 1);

++count;

}

}

**int**[] result = **new** **int**[count];

**int** j = 0;

**for** (Integer num : intersect.keySet())

**for** (**int** i = 0; i < intersect.get(num); ++i)

result[j++] = num;

**return** result;

}

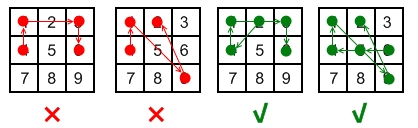
}

# [Android Unlock Patterns](https://leetcode.com/problems/android-unlock-patterns)

Given an Android **3x3** key lock screen and two integers **m** and **n**, where 1 ≤ m ≤ n ≤ 9, count the total number of unlock patterns of the Android lock screen, which consist of minimum of **m** keys and maximum **n** keys.

**Rules for a valid pattern:**

1. Each pattern must connect at least **m** keys and at most **n** keys.
2. All the keys must be distinct.
3. If the line connecting two consecutive keys in the pattern passes through any other keys, the other keys must have previously selected in the pattern. No jumps through non selected key is allowed.
4. The order of keys used matters.



**Explanation:**

| 1 | 2 | 3 |

| 4 | 5 | 6 |

| 7 | 8 | 9 |

**Invalid move:** 4 - 1 - 3 - 6   
Line 1 - 3 passes through key 2 which had not been selected in the pattern.

**Invalid move:** 4 - 1 - 9 - 2  
Line 1 - 9 passes through key 5 which had not been selected in the pattern.

**Valid move:** 2 - 4 - 1 - 3 - 6  
Line 1 - 3 is valid because it passes through key 2, which had been selected in the pattern

**Valid move:** 6 - 5 - 4 - 1 - 9 - 2  
Line 1 - 9 is valid because it passes through key 5, which had been selected in the pattern.

**Example:**  
Given **m** = 1, **n** = 1, return 9.

**public** **class** Solution {

**int** DFS(**boolean** vis[], **int**[][] skip, **int** cur, **int** remain) {

**if** (remain < 0)

**return** 0;

**if** (remain == 0)

**return** 1;

vis[cur] = **true**;

**int** rst = 0;

**for** (**int** i = 1; i <= 9; ++i)

**if** (!vis[i] && (skip[cur][i] == 0 || (vis[skip[cur][i]])))

rst += DFS(vis, skip, i, remain - 1);

vis[cur] = **false**;

**return** rst;

}

**public** **int** numberOfPatterns(**int** m, **int** n) {

**int** skip[][] = **new** **int**[10][10];

skip[1][3] = skip[3][1] = 2;

skip[1][7] = skip[7][1] = 4;

skip[3][9] = skip[9][3] = 6;

skip[7][9] = skip[9][7] = 8;

skip[1][9] = skip[9][1] = skip[2][8] = skip[8][2] = skip[3][7] = skip[7][3] = skip[4][6] = skip[6][4] = 5;

**boolean** vis[] = **new** **boolean**[10];

**int** rst = 0;

**for** (**int** i = m; i <= n; ++i) {

rst += DFS(vis, skip, 1, i - 1) \* 4;

rst += DFS(vis, skip, 2, i - 1) \* 4;

rst += DFS(vis, skip, 5, i - 1);

}

**return** rst;

}

}

# [Data Stream as Disjoint Intervals](https://leetcode.com/problems/data-stream-as-disjoint-intervals)

Given a data stream input of non-negative integers a1, a2, ..., an, ..., summarize the numbers seen so far as a list of disjoint intervals.

For example, suppose the integers from the data stream are 1, 3, 7, 2, 6, ..., then the summary will be:

[1, 1]

[1, 1], [3, 3]

[1, 1], [3, 3], [7, 7]

[1, 3], [7, 7]

[1, 3], [6, 7]

**Follow up:**  
What if there are lots of merges and the number of disjoint intervals are small compared to the data stream's size?

**public** **class** SummaryRanges {

TreeMap<Integer, Interval> tree;

**public** SummaryRanges() {

tree = **new** TreeMap<>();

}

**public** **void** addNum(**int** val) {

**if** (tree.containsKey(val))

**return**;

Integer l = tree.lowerKey(val);

Integer h = tree.higherKey(val);

**if** (l != **null** && h != **null** && tree.get(l).end + 1 == val

&& h == val + 1) {

tree.get(l).end = tree.get(h).end;

tree.remove(h);

} **else** **if** (l != **null** && tree.get(l).end + 1 >= val) {

tree.get(l).end = Math.*max*(tree.get(l).end, val);

} **else** **if** (h != **null** && h == val + 1) {

tree.put(val, **new** Interval(val, tree.get(h).end));

tree.remove(h);

} **else**

tree.put(val, **new** Interval(val, val));

}

**public** List<Interval> getIntervals() {

**return** **new** ArrayList<>(tree.values());

}

}

# [Design Snake Game](https://leetcode.com/problems/design-snake-game)

Design a [Snake game](https://en.wikipedia.org/wiki/Snake_(video_game)) that is played on a device with screen size = *width* x *height*. [Play the game online](http://patorjk.com/games/snake/) if you are not familiar with the game.

The snake is initially positioned at the top left corner (0,0) with length = 1 unit.

You are given a list of food's positions in row-column order. When a snake eats the food, its length and the game's score both increase by 1.

Each food appears one by one on the screen. For example, the second food will not appear until the first food was eaten by the snake.

When a food does appear on the screen, it is guaranteed that it will not appear on a block occupied by the snake.

**Example:**

Given width = 3, height = 2, and food = [[1,2],[0,1]].

Snake snake = new Snake(width, height, food);

Initially the snake appears at position (0,0) and the food at (1,2).

|S| | |

| | |F|

snake.move("R"); -> Returns 0

| |S| |

| | |F|

snake.move("D"); -> Returns 0

| | | |

| |S|F|

snake.move("R"); -> Returns 1 (Snake eats the first food and right after that, the second food appears at (0,1) )

| |F| |

| |S|S|

snake.move("U"); -> Returns 1

| |F|S|

| | |S|

snake.move("L"); -> Returns 2 (Snake eats the second food)

| |S|S|

| | |S|

snake.move("U"); -> Returns -1 (Game over because snake collides with border)

**public** **class** SnakeGame {

Set<Integer> set;

Deque<Integer> body;

**int** score;

**int**[][] food;

**int** foodIndex;

**int** width;

**int** height;

**public** SnakeGame(**int** width, **int** height, **int**[][] food) {

**this**.width = width;

**this**.height = height;

**this**.food = food;

set = **new** HashSet<>();

set.add(0);

body = **new** LinkedList<>();

body.offerLast(0);

}

**public** **int** move(String direction) {

**if** (score == -1)

**return** -1;

**int** rowHead = body.peekFirst() / width;

**int** colHead = body.peekFirst() % width;

**switch** (direction) {

**case** "U":

rowHead--;

**break**;

**case** "D":

rowHead++;

**break**;

**case** "L":

colHead--;

**break**;

**default**:

colHead++;

}

**int** head = rowHead \* width + colHead;

set.remove(body.peekLast());

**if** (rowHead < 0 || rowHead == height || colHead < 0 || colHead == width

|| set.contains(head))

**return** score = -1;

set.add(head);

body.offerFirst(head);

**if** (foodIndex < food.length && rowHead == food[foodIndex][0]

&& colHead == food[foodIndex][1]) {

set.add(body.peekLast());

foodIndex++;

**return** ++score;

}

body.pollLast();

**return** score;

}

}

# [Russian Doll Envelopes](https://leetcode.com/problems/russian-doll-envelopes)

You have a number of envelopes with widths and heights given as a pair of integers (w, h). One envelope can fit into another if and only if both the width and height of one envelope is greater than the width and height of the other envelope.

What is the maximum number of envelopes can you Russian doll? (put one inside other)

**Example:**  
Given envelopes = [[5,4],[6,4],[6,7],[2,3]], the maximum number of envelopes you can Russian doll is 3 ([2,3] => [5,4] => [6,7]).

**public** **class** Solution {

**public** **int** maxEnvelopes(**int**[][] envelopes) {

**if** (envelopes == **null** || envelopes.length == 0 || envelopes[0] == **null**

|| envelopes[0].length != 2)

**return** 0;

Arrays.*sort*(envelopes, **new** Comparator<**int**[]>() {

**public** **int** compare(**int**[] arr1, **int**[] arr2) {

**if** (arr1[0] == arr2[0])

**return** arr2[1] - arr1[1];

**else**

**return** arr1[0] - arr2[0];

}

});

**int** dp[] = **new** **int**[envelopes.length];

**int** len = 0;

**for** (**int**[] envelope : envelopes) {

**int** index = Arrays.*binarySearch*(dp, 0, len, envelope[1]);

**if** (index < 0)

index = -(index + 1);

dp[index] = envelope[1];

**if** (index == len)

len++;

}

**return** len;

}

}

# [Design Twitter](https://leetcode.com/problems/design-twitter)

Design a simplified version of Twitter where users can post tweets, follow/unfollow another user and is able to see the 10 most recent tweets in the user's news feed. Your design should support the following methods:

1. **postTweet(userId, tweetId)**: Compose a new tweet.
2. **getNewsFeed(userId)**: Retrieve the 10 most recent tweet ids in the user's news feed. Each item in the news feed must be posted by users who the user followed or by the user herself. Tweets must be ordered from most recent to least recent.
3. **follow(followerId, followeeId)**: Follower follows a followee.
4. **unfollow(followerId, followeeId)**: Follower unfollows a followee.

**Example:**

Twitter twitter = new Twitter();

// User 1 posts a new tweet (id = 5).

twitter.postTweet(1, 5);

// User 1's news feed should return a list with 1 tweet id -> [5].

twitter.getNewsFeed(1);

// User 1 follows user 2.

twitter.follow(1, 2);

// User 2 posts a new tweet (id = 6).

twitter.postTweet(2, 6);

// User 1's news feed should return a list with 2 tweet ids -> [6, 5].

// Tweet id 6 should precede tweet id 5 because it is posted after tweet id 5.

twitter.getNewsFeed(1);

// User 1 unfollows user 2.

twitter.unfollow(1, 2);

// User 1's news feed should return a list with 1 tweet id -> [5],

// since user 1 is no longer following user 2.

twitter.getNewsFeed(1);

**public** **class** Twitter {

**private** **static** **int** *timeStamp* = 0;

**private** Map<Integer, User> userMap;

**private** **class** Tweet {

**public** **int** id;

**public** **int** time;

**public** Tweet next;

**public** Tweet(**int** id) {

**this**.id = id;

time = *timeStamp*++;

next = **null**;

}

}

**public** **class** User {

**public** **int** id;

**public** Set<Integer> followed;

**public** Tweet tweet\_head;

**public** User(**int** id) {

**this**.id = id;

followed = **new** HashSet<>();

follow(id); // first follow itself

tweet\_head = **null**;

}

**public** **void** follow(**int** id) {

followed.add(id);

}

**public** **void** unfollow(**int** id) {

followed.remove(id);

}

**public** **void** post(**int** id) {

Tweet t = **new** Tweet(id);

t.next = tweet\_head;

tweet\_head = t;

}

}

**public** Twitter() {

userMap = **new** HashMap<Integer, User>();

}

**public** **void** postTweet(**int** userId, **int** tweetId) {

**if** (!userMap.containsKey(userId)) {

User u = **new** User(userId);

userMap.put(userId, u);

}

userMap.get(userId).post(tweetId);

}

**public** List<Integer> getNewsFeed(**int** userId) {

List<Integer> res = **new** LinkedList<>();

**if** (!userMap.containsKey(userId))

**return** res;

Set<Integer> users = userMap.get(userId).followed;

PriorityQueue<Tweet> q = **new** PriorityQueue<Tweet>(users.size(),

(a, b) -> (b.time - a.time));

**for** (**int** user : users) {

Tweet t = userMap.get(user).tweet\_head;

**if** (t != **null**)

q.add(t);

}

**int** n = 0;

**while** (!q.isEmpty() && n < 10) {

Tweet t = q.poll();

res.add(t.id);

n++;

**if** (t.next != **null**)

q.add(t.next);

}

**return** res;

}

**public** **void** follow(**int** followerId, **int** followeeId) {

**if** (!userMap.containsKey(followerId)) {

User u = **new** User(followerId);

userMap.put(followerId, u);

}

**if** (!userMap.containsKey(followeeId)) {

User u = **new** User(followeeId);

userMap.put(followeeId, u);

}

userMap.get(followerId).follow(followeeId);

}

**public** **void** unfollow(**int** followerId, **int** followeeId) {

**if** (!userMap.containsKey(followerId) || followerId == followeeId)

**return**;

userMap.get(followerId).unfollow(followeeId);

}

}

# [Line Reflection](https://leetcode.com/problems/line-reflection)

Given n points on a 2D plane, find if there is such a line parallel to y-axis that reflect the given points.

**Example 1:**

Given *points* = [[1,1],[-1,1]], return true.

**Example 2:**

Given *points* = [[1,1],[-1,-1]], return false.

**Follow up:**  
Could you do better than O(*n*2)?

**public** **class** Solution {

**public** **boolean** isReflected(**int**[][] points) {

**int** max = Integer.***MIN\_VALUE***;

**int** min = Integer.***MAX\_VALUE***;

HashSet<String> set = **new** HashSet<>();

**for** (**int**[] p : points) {

max = Math.*max*(max, p[0]);

min = Math.*min*(min, p[0]);

String str = p[0] + "a" + p[1];

set.add(str);

}

**int** sum = max + min;

**for** (**int**[] p : points) {

String str = (sum - p[0]) + "a" + p[1];

**if** (!set.contains(str))

**return** **false**;

}

**return** **true**;

}

}

# [Count Numbers with Unique Digits](https://leetcode.com/problems/count-numbers-with-unique-digits)

Given a **non-negative** integer n, count all numbers with unique digits, x, where 0 ≤ x < 10n.

**Example:**  
Given n = 2, return 91. (The answer should be the total numbers in the range of 0 ≤ x < 100, excluding [11,22,33,44,55,66,77,88,99])

**public** **class** Solution {

**public** **int** countNumbersWithUniqueDigits(**int** n) {

**if** (n == 0)

**return** 1;

**int** res = 10;

**int** uniqueDigits = 9;

**int** availableNumber = 9;

**while** (n-- > 1 && availableNumber > 0) {

uniqueDigits = uniqueDigits \* availableNumber;

res += uniqueDigits;

availableNumber--;

}

**return** res;

}

}

# [Rearrange String k Distance Apart](https://leetcode.com/problems/rearrange-string-k-distance-apart)

Given a non-empty string **s** and an integer **k**, rearrange the string such that the same characters are at least distance **k** from each other.

All input strings are given in lowercase letters. If it is not possible to rearrange the string, return an empty string "".

**Example 1:**

s = "aabbcc", k = 3

Result: "abcabc"

The same letters are at least distance 3 from each other.

**Example 2:**

s = "aaabc", k = 3

Answer: ""

It is not possible to rearrange the string.

**Example 3:**

s = "aaadbbcc", k = 2

Answer: "abacabcd"

Another possible answer is: "abcabcda"

The same letters are at least distance 2 from each other.

**public** **class** Solution {

**public** String rearrangeString(String str, **int** k) {

**int** length = str.length();

**int**[] count = **new** **int**[26];

**int**[] valid = **new** **int**[26];

**for** (**int** i = 0; i < length; i++)

count[str.charAt(i) - 'a']++;

StringBuilder sb = **new** StringBuilder();

**for** (**int** index = 0; index < length; index++) {

**int** candidatePos = findValidMax(count, valid, index);

**if** (candidatePos == -1)

**return** "";

count[candidatePos]--;

valid[candidatePos] = index + k;

sb.append((**char**) ('a' + candidatePos));

}

**return** sb.toString();

}

**private** **int** findValidMax(**int**[] count, **int**[] valid, **int** index) {

**int** max = Integer.***MIN\_VALUE***;

**int** candidatePos = -1;

**for** (**int** i = 0; i < count.length; i++) {

**if** (count[i] > 0 && count[i] > max && index >= valid[i]) {

max = count[i];

candidatePos = i;

}

}

**return** candidatePos;

}

}

# [Logger Rate Limiter](https://leetcode.com/problems/logger-rate-limiter)

Design a logger system that receive stream of messages along with its timestamps, each message should be printed if and only if it is **not printed in the last 10 seconds**.

Given a message and a timestamp (in seconds granularity), return true if the message should be printed in the given timestamp, otherwise returns false.

It is possible that several messages arrive roughly at the same time.

**Example:**

Logger logger = new Logger();

// logging string "foo" at timestamp 1

logger.shouldPrintMessage(1, "foo"); returns true;

// logging string "bar" at timestamp 2

logger.shouldPrintMessage(2,"bar"); returns true;

// logging string "foo" at timestamp 3

logger.shouldPrintMessage(3,"foo"); returns false;

// logging string "bar" at timestamp 8

logger.shouldPrintMessage(8,"bar"); returns false;

// logging string "foo" at timestamp 10

logger.shouldPrintMessage(10,"foo"); returns false;

// logging string "foo" at timestamp 11

logger.shouldPrintMessage(11,"foo"); returns true;

**public** **class** Logger {

**private** Map<String, Integer> ok = **new** HashMap<>();

**public** **boolean** shouldPrintMessage(**int** timestamp, String message) {

**if** (timestamp < ok.getOrDefault(message, 0))

**return** **false**;

ok.put(message, timestamp + 10);

**return** **true**;

}

}

# [Sort Transformed Array](https://leetcode.com/problems/sort-transformed-array)

Given a **sorted** array of integers *nums* and integer values *a*, *b* and *c*. Apply a function of the form f(*x*) = *ax*2 + *bx* + *c* to each element *x* in the array.

The returned array must be in **sorted order**.

Expected time complexity: **O(*n*)**

**Example:**

nums = [-4, -2, 2, 4], a = 1, b = 3, c = 5,

Result: [3, 9, 15, 33]

nums = [-4, -2, 2, 4], a = -1, b = 3, c = 5

Result: [-23, -5, 1, 7]

**public** **class** Solution {

**public** **int**[] sortTransformedArray(**int**[] nums, **int** a, **int** b, **int** c) {

**int** n = nums.length;

**int**[] sorted = **new** **int**[n];

**int** i = 0, j = n - 1;

**int** index = a >= 0 ? n - 1 : 0;

**while** (i <= j) {

**if** (a >= 0) {

sorted[index--] = quad(nums[i], a, b, c) >= quad(nums[j], a, b,

c) ? quad(nums[i++], a, b, c)

: quad(nums[j--], a, b, c);

} **else** {

sorted[index++] = quad(nums[i], a, b, c) >= quad(nums[j], a, b,

c) ? quad(nums[j--], a, b, c)

: quad(nums[i++], a, b, c);

}

}

**return** sorted;

}

**private** **int** quad(**int** x, **int** a, **int** b, **int** c) {

**return** a \* x \* x + b \* x + c;

}

}

# [Bomb Enemy](https://leetcode.com/problems/bomb-enemy)

Given a 2D grid, each cell is either a wall 'W', an enemy 'E' or empty '0' (the number zero), return the maximum enemies you can kill using one bomb.  
The bomb kills all the enemies in the same row and column from the planted point until it hits the wall since the wall is too strong to be destroyed.  
Note that you can only put the bomb at an empty cell.

**Example:**

For the given grid

0 E 0 0

E 0 W E

0 E 0 0

return 3. (Placing a bomb at (1,1) kills 3 enemies)

**public** **class** Solution {

**public** **int** maxKilledEnemies(**char**[][] grid) {

**int** rowNum = grid.length;

**if** (rowNum == 0)

**return** 0;

**int** colNum = grid[0].length;

**int**[][] fromBottom = **new** **int**[rowNum][colNum];

**int**[][] fromRight = **new** **int**[rowNum][colNum];

**for** (**int** i = rowNum - 1; i >= 0; i--) {

**for** (**int** j = colNum - 1; j >= 0; j--) {

**int** enemy = grid[i][j] == 'E' ? 1 : 0;

**if** (grid[i][j] != 'W') {

fromBottom[i][j] = (i == rowNum - 1) ? enemy

: fromBottom[i + 1][j] + enemy;

fromRight[i][j] = (j == colNum - 1) ? enemy

: fromRight[i][j + 1] + enemy;

} **else** {

fromBottom[i][j] = 0;

fromRight[i][j] = 0;

}

}

}

**int**[] fromTop = **new** **int**[colNum];

**int**[] fromLeft = **new** **int**[rowNum];

**int** max = 0;

**for** (**int** i = 0; i < rowNum; i++) {

**for** (**int** j = 0; j < colNum; j++) {

**if** (grid[i][j] != '0') {

fromTop[j] = grid[i][j] == 'W' ? 0 : fromTop[j] + 1;

fromLeft[i] = grid[i][j] == 'W' ? 0 : fromLeft[i] + 1;

} **else** {

**int** num = fromTop[j] + fromLeft[i] + fromBottom[i][j]

+ fromRight[i][j];

max = Math.*max*(num, max);

}

}

}

**return** max;

}

}

# [Design Hit Counter](https://leetcode.com/problems/design-hit-counter)

Design a hit counter which counts the number of hits received in the past 5 minutes.

Each function accepts a timestamp parameter (in seconds granularity) and you may assume that calls are being made to the system in chronological order (ie, the timestamp is monotonically increasing). You may assume that the earliest timestamp starts at 1.

It is possible that several hits arrive roughly at the same time.

**Example:**

HitCounter counter = new HitCounter();

// hit at timestamp 1.

counter.hit(1);

// hit at timestamp 2.

counter.hit(2);

// hit at timestamp 3.

counter.hit(3);

// get hits at timestamp 4, should return 3.

counter.getHits(4);

// hit at timestamp 300.

counter.hit(300);

// get hits at timestamp 300, should return 4.

counter.getHits(300);

// get hits at timestamp 301, should return 3.

counter.getHits(301);

**Follow up:**  
What if the number of hits per second could be very large? Does your design scale?

**public** **class** HitCounter {

**private** **int**[] times;

**private** **int**[] hits;

**public** HitCounter() {

times = **new** **int**[300];

hits = **new** **int**[300];

}

**public** **void** hit(**int** timestamp) {

**int** index = timestamp % 300;

**if** (times[index] != timestamp) {

times[index] = timestamp;

hits[index] = 1;

} **else**

hits[index]++;

}

**public** **int** getHits(**int** timestamp) {

**int** total = 0;

**for** (**int** i = 0; i < 300; i++) {

**if** (timestamp - times[i] < 300) {

total += hits[i];

}

}

**return** total;

}

}

# [Max Sum of Rectangle No Larger Than K](https://leetcode.com/problems/max-sum-of-rectangle-no-larger-than-k)

Given a non-empty 2D matrix *matrix* and an integer *k*, find the max sum of a rectangle in the *matrix* such that its sum is no larger than *k*.

**Example:**

Given matrix = [

[1, 0, 1],

[0, -2, 3]]

k = 2

The answer is 2. Because the sum of rectangle [[0, 1], [-2, 3]] is 2 and 2 is the max number no larger than k (k = 2).

**Note:**

1. The rectangle inside the matrix must have an area > 0.
2. What if the number of rows is much larger than the number of columns?

**public** **class** Solution {

**public** **int** maxSumSubmatrix(**int**[][] matrix, **int** target) {

**int** row = matrix.length;

**if** (row == 0)

**return** 0;

**int** col = matrix[0].length;

**int** m = Math.*min*(row, col);

**int** n = Math.*max*(row, col);

**boolean** colIsBig = col > row;

**int** res = Integer.***MIN\_VALUE***;

**for** (**int** i = 0; i < m; i++) {

**int**[] array = **new** **int**[n];

**for** (**int** j = i; j >= 0; j--) {

**int** val = 0;

TreeSet<Integer> set = **new** TreeSet<Integer>();

set.add(0);

**for** (**int** k = 0; k < n; k++) {

array[k] = array[k]

+ (colIsBig ? matrix[j][k] : matrix[k][j]);

val = val + array[k];

Integer subres = set.ceiling(val - target);

**if** (**null** != subres)

res = Math.*max*(res, val - subres);

set.add(val);

}

}

}

**return** res;

}

}

# [Nested List Weight Sum II](https://leetcode.com/problems/nested-list-weight-sum-ii)

Given a nested list of integers, return the sum of all integers in the list weighted by their depth.

Each element is either an integer, or a list -- whose elements may also be integers or other lists.

Different from the [previous question](https://leetcode.com/problems/nested-list-weight-sum/) where weight is increasing from root to leaf, now the weight is defined from bottom up. i.e., the leaf level integers have weight 1, and the root level integers have the largest weight.

**Example 1:**  
Given the list [[1,1],2,[1,1]], return **8**. (four 1's at depth 1, one 2 at depth 2)

**Example 2:**  
Given the list [1,[4,[6]]], return **17**. (one 1 at depth 3, one 4 at depth 2, and one 6 at depth 1; 1\*3 + 4\*2 + 6\*1 = 17)

**public** **class** Solution {

**public** **int** depthSumInverse(List<NestedInteger> nestedList) {

**return** depthSum(nestedList, *getDepth*(nestedList, 0));

}

**private** **static** **int** getDepth(List<NestedInteger> nestedList, **int** dep) {

**int** depth = dep + 1;

**int** max = depth;

**for** (NestedInteger n : nestedList)

**if** (!n.isInteger())

max = Math.*max*(max, *getDepth*(n.getList(), depth));

**return** max;

}

**public** **int** depthSum(List<NestedInteger> list, **int** depth) {

**int** sum = 0;

**for** (NestedInteger n : list) {

**if** (n.isInteger())

sum += n.getInteger() \* depth;

**else**

sum += depthSum(n.getList(), depth - 1);

}

**return** sum;

}

}

# [Water and Jug Problem](https://leetcode.com/problems/water-and-jug-problem)

You are given two jugs with capacities *x* and *y* litres. There is an infinite amount of water supply available. You need to determine whether it is possible to measure exactly *z* litres using these two jugs.

If *z* liters of water is measurable, you must have *z* liters of water contained within **one or both buckets** by the end.

Operations allowed:

* Fill any of the jugs completely with water.
* Empty any of the jugs.
* Pour water from one jug into another till the other jug is completely full or the first jug itself is empty.

**Example 1:** (From the famous [*"Die Hard"* example](https://www.youtube.com/watch?v=BVtQNK_ZUJg))

Input: x = 3, y = 5, z = 4

Output: True

**Example 2:**

Input: x = 2, y = 6, z = 5

Output: False

**public** **class** Solution {

**public** **boolean** canMeasureWater(**int** x, **int** y, **int** z) {

**if** (x + y < z)

**return** **false**;

**if** (x == z || y == z || x + y == z)

**return** **true**;

**return** z % GCD(x, y) == 0;

}

**public** **int** GCD(**int** a, **int** b) {

**while** (b != 0) {

**int** temp = b;

b = a % b;

a = temp;

}

**return** a;

}

}

# [Find Leaves of Binary Tree](https://leetcode.com/problems/find-leaves-of-binary-tree)

Given a binary tree, collect a tree's nodes as if you were doing this: Collect and remove all leaves, repeat until the tree is empty.

**Example:**  
Given binary tree

1

/ \

2 3

/ \

4 5

Returns [4, 5, 3], [2], [1].

**Explanation:**

1. Removing the leaves [4, 5, 3] would result in this tree:

1

/

2

2. Now removing the leaf [2] would result in this tree:

1

3. Now removing the leaf [1] would result in the empty tree:

[]

Returns [4, 5, 3], [2], [1].

**public** **class** Solution {

**public** List<List<Integer>> findLeaves(TreeNode root) {

List<List<Integer>> list = **new** ArrayList<>();

findLeavesHelper(list, root);

**return** list;

}

**private** **int** findLeavesHelper(List<List<Integer>> list, TreeNode root) {

**if** (root == **null**)

**return** -1;

**int** leftLevel = findLeavesHelper(list, root.left);

**int** rightLevel = findLeavesHelper(list, root.right);

**int** level = Math.*max*(leftLevel, rightLevel) + 1;

**if** (list.size() == level)

list.add(**new** ArrayList<>());

list.get(level).add(root.val);

root.left = root.right = **null**;

**return** level;

}

}

# [Valid Perfect Square](https://leetcode.com/problems/valid-perfect-square)

Given a positive integer *num*, write a function which returns True if *num* is a perfect square else False.

**Note:** **Do not** use any built-in library function such as sqrt.

**Example 1:**

Input: 16

Returns: True

**Example 2:**

Input: 14

Returns: False

**public** **class** Solution {

**public** **boolean** isPerfectSquare(**int** num) {

**int** low = 1, high = num;

**while** (low <= high) {

**long** mid = (low + high) >>> 1;

**if** (mid \* mid == num)

**return** **true**;

**else** **if** (mid \* mid < num)

low = (**int**) mid + 1;

**else**

high = (**int**) mid - 1;

}

**return** **false**;

}

}

# [Largest Divisible Subset](https://leetcode.com/problems/largest-divisible-subset)

Given a set of **distinct** positive integers, find the largest subset such that every pair (Si, Sj) of elements in this subset satisfies: Si % Sj = 0 or Sj % Si = 0.

If there are multiple solutions, return any subset is fine.

**Example 1:**

nums: [1,2,3]

Result: [1,2] (of course, [1,3] will also be ok)

**Example 2:**

nums: [1,2,4,8]

Result: [1,2,4,8]

**public** **class** Solution {

**public** List<Integer> largestDivisibleSubset(**int**[] nums) {

**int** n = nums.length;

**int**[] count = **new** **int**[n];

**int**[] pre = **new** **int**[n];

Arrays.*sort*(nums);

**int** max = 0, index = -1;

**for** (**int** i = 0; i < n; i++) {

count[i] = 1;

pre[i] = -1;

**for** (**int** j = i - 1; j >= 0; j--) {

**if** (nums[i] % nums[j] == 0) {

**if** (1 + count[j] > count[i]) {

count[i] = count[j] + 1;

pre[i] = j;

}

}

}

**if** (count[i] > max) {

max = count[i];

index = i;

}

}

List<Integer> res = **new** ArrayList<>();

**while** (index != -1) {

res.add(nums[index]);

index = pre[index];

}

**return** res;

}

}

# [Plus One Linked List](https://leetcode.com/problems/plus-one-linked-list)

Given a non-negative integer represented as **non-empty** a singly linked list of digits, plus one to the integer.

You may assume the integer do not contain any leading zero, except the number 0 itself.

The digits are stored such that the most significant digit is at the head of the list.

**Example:**

Input:

1->2->3

Output:

1->2->4

**public** **class** Solution {

**public** ListNode plusOne(ListNode head) {

**if** (DFS(head) == 0) {

**return** head;

} **else** {

ListNode newHead = **new** ListNode(1);

newHead.next = head;

**return** newHead;

}

}

**public** **int** DFS(ListNode head) {

**if** (head == **null**)

**return** 1;

**int** carry = DFS(head.next);

**if** (carry == 0)

**return** 0;

**int** val = head.val + 1;

head.val = val % 10;

**return** val / 10;

}

}

# [Range Addition](https://leetcode.com/problems/range-addition)

Assume you have an array of length ***n*** initialized with all **0**'s and are given ***k*** update operations.

Each operation is represented as a triplet: **[startIndex, endIndex, inc]** which increments each element of subarray **A[startIndex ... endIndex]** (startIndex and endIndex inclusive) with **inc**.

Return the modified array after all ***k*** operations were executed.

**Example:**

Given:

length = 5,

updates = [

[1, 3, 2],

[2, 4, 3],

[0, 2, -2]]

Output:

[-2, 0, 3, 5, 3]

**Explanation:**

Initial state:

[ 0, 0, 0, 0, 0 ]

After applying operation [1, 3, 2]:

[ 0, 2, 2, 2, 0 ]

After applying operation [2, 4, 3]:

[ 0, 2, 5, 5, 3 ]

After applying operation [0, 2, -2]:

[-2, 0, 3, 5, 3 ]

**public** **class** Solution {

**public** **int**[] getModifiedArray(**int** length, **int**[][] updates) {

**int**[] res = **new** **int**[length];

**for** (**int**[] update : updates) {

**int** value = update[2];

**int** start = update[0];

**int** end = update[1];

res[start] += value;

**if** (end < length - 1)

res[end + 1] -= value;

}

**int** sum = 0;

**for** (**int** i = 0; i < length; i++) {

sum += res[i];

res[i] = sum;

}

**return** res;

}

}

# [Sum of Two Integers](https://leetcode.com/problems/sum-of-two-integers)

Calculate the sum of two integers *a* and *b*, but you are **not allowed** to use the operator + and -.

**Example:**  
Given *a* = 1 and *b* = 2, return 3.

**public** **class** Solution {

**public** **int** getSum(**int** a, **int** b) {

**if** (a == 0)

**return** b;

**if** (b == 0)

**return** a;

**while** (b != 0) {

**int** carry = a & b;

a = a ^ b;

b = carry << 1;

}

**return** a;

}

}

# [Super Pow](https://leetcode.com/problems/super-pow)

Your task is to calculate *ab* mod 1337 where *a* is a positive integer and *b* is an extremely large positive integer given in the form of an array.

**Example1:**

a = 2

b = [3]

Result: 8

**Example2:**

a = 2

b = [1,0]

Result: 1024

**public** **class** Solution {

**public** **int** superPow(**int** a, **int**[] b) {

**if** (a % 1337 == 0)

**return** 0;

**int** p = 0;

**for** (**int** i : b)

p = (p \* 10 + i) % 1140;// 6\*190=1140, 7\*191-1337

**if** (p == 0)

p += 1440;

**return** power(a, p, 1337);

}

**public** **int** power(**int** a, **int** n, **int** mod) {

a %= mod;

**int** ret = 1;

**while** (n != 0) {

**if** ((n & 1) != 0)

ret = ret \* a % mod;

a = a \* a % mod;

n >>= 1;

}

**return** ret;

}

}

# [Find K Pairs with Smallest Sums](https://leetcode.com/problems/find-k-pairs-with-smallest-sums)

You are given two integer arrays **nums1** and **nums2** sorted in ascending order and an integer **k**.

Define a pair **(u,v)** which consists of one element from the first array and one element from the second array.

Find the k pairs **(u1,v1),(u2,v2) ...(uk,vk)** with the smallest sums.

**Example 1:**

Given nums1 = [1,7,11], nums2 = [2,4,6], k = 3

Return: [1,2],[1,4],[1,6]

The first 3 pairs are returned from the sequence:

[1,2],[1,4],[1,6],[7,2],[7,4],[11,2],[7,6],[11,4],[11,6]

**Example 2:**

Given nums1 = [1,1,2], nums2 = [1,2,3], k = 2

Return: [1,1],[1,1]

The first 2 pairs are returned from the sequence:

[1,1],[1,1],[1,2],[2,1],[1,2],[2,2],[1,3],[1,3],[2,3]

**Example 3:**

Given nums1 = [1,2], nums2 = [3], k = 3

Return: [1,3],[2,3]

All possible pairs are returned from the sequence:

[1,3],[2,3]

**public** **class** Solution {

**public** List<**int**[]> kSmallestPairs(**int**[] nums1, **int**[] nums2, **int** k) {

PriorityQueue<**int**[]> que = **new** PriorityQueue<>(

(a, b) -> a[0] + a[1] - b[0] - b[1]);

List<**int**[]> res = **new** ArrayList<>();

**if** (nums1.length == 0 || nums2.length == 0 || k == 0)

**return** res;

**for** (**int** i = 0; i < nums1.length && i < k; i++)

que.offer(**new** **int**[] { nums1[i], nums2[0], 0 });

**while** (k-- > 0 && !que.isEmpty()) {

**int**[] cur = que.poll();

res.add(**new** **int**[] { cur[0], cur[1] });

**if** (cur[2] == nums2.length - 1)

**continue**;

que.offer(**new** **int**[] { cur[0], nums2[cur[2] + 1], cur[2] + 1 });

}

**return** res;

}

}

# [Guess Number Higher or Lower](https://leetcode.com/problems/guess-number-higher-or-lower)

We are playing the Guess Game. The game is as follows:

I pick a number from **1** to ***n***. You have to guess which number I picked.

Every time you guess wrong, I'll tell you whether the number is higher or lower.

You call a pre-defined API guess(int num) which returns 3 possible results (-1, 1, or 0):

-1 : My number is lower

1 : My number is higher

0 : Congrats! You got it!

**Example:**

n = 10, I pick 6.

Return 6.

**public** **class** Solution **extends** GuessGame {

**public** **int** guessNumber(**int** n) {

**int** low = 1;

**int** high = n;

**while** (low <= high) {

**int** mid = low + (high - low) / 2;

**int** res = guess(mid);

**if** (res == 0)

**return** mid;

**else** **if** (res < 0)

high = mid - 1;

**else**

low = mid + 1;

}

**return** -1;

}

}

# [Guess Number Higher or Lower II](https://leetcode.com/problems/guess-number-higher-or-lower-ii)

We are playing the Guess Game. The game is as follows:

I pick a number from **1** to **n**. You have to guess which number I picked.

Every time you guess wrong, I'll tell you whether the number I picked is higher or lower.

However, when you guess a particular number x, and you guess wrong, you pay **$x**. You win the game when you guess the number I picked.

**Example:**

n = 10, I pick 8.

First round: You guess 5, I tell you that it's higher. You pay $5.

Second round: You guess 7, I tell you that it's higher. You pay $7.

Third round: You guess 9, I tell you that it's lower. You pay $9.

Game over. 8 is the number I picked.

You end up paying $5 + $7 + $9 = $21.

Given a particular **n ≥ 1**, find out how much money you need to have to guarantee a **win**.

**public** **class** Solution {

**public** **int** getMoneyAmount(**int** n) {

**int**[][] dp = **new** **int**[n + 1][n + 1];

**for** (**int** len = 2; len <= n; len++) {

**for** (**int** start = 1; start <= n - len + 1; start++) {

**int** minres = Integer.***MAX\_VALUE***;

**for** (**int** piv = start + (len - 1) / 2; piv < start + len

- 1; piv++) {

**int** res = piv + Math.*max*(dp[start][piv - 1],

dp[piv + 1][start + len - 1]);

minres = Math.*min*(res, minres);

}

dp[start][start + len - 1] = minres;

}

}

**return** dp[1][n];

}

}

# [Wiggle Subsequence](https://leetcode.com/problems/wiggle-subsequence)

A sequence of numbers is called a **wiggle sequence** if the differences between successive numbers strictly alternate between positive and negative. The first difference (if one exists) may be either positive or negative. A sequence with fewer than two elements is trivially a wiggle sequence.

For example, [1,7,4,9,2,5] is a wiggle sequence because the differences (6,-3,5,-7,3) are alternately positive and negative. In contrast, [1,4,7,2,5] and [1,7,4,5,5] are not wiggle sequences, the first because its first two differences are positive and the second because its last difference is zero.

Given a sequence of integers, return the length of the longest subsequence that is a wiggle sequence. A subsequence is obtained by deleting some number of elements (eventually, also zero) from the original sequence, leaving the remaining elements in their original order.

**Examples:**

**Input:** [1,7,4,9,2,5]

**Output:** 6

The entire sequence is a wiggle sequence.

**Input:** [1,17,5,10,13,15,10,5,16,8]

**Output:** 7

There are several subsequences that achieve this length. One is [1,17,10,13,10,16,8].

**Input:** [1,2,3,4,5,6,7,8,9]

**Output:** 2

**Follow up:**  
Can you do it in O(*n*) time?

**public** **class** Solution {

**public** **int** wiggleMaxLength(**int**[] nums) {

**if** (nums.length < 2)

**return** nums.length;

**int** down = 1, up = 1;

**for** (**int** i = 1; i < nums.length; i++) {

**if** (nums[i] > nums[i - 1])

up = down + 1;

**else** **if** (nums[i] < nums[i - 1])

down = up + 1;

}

**return** Math.*max*(down, up);

}

}

**public** **class** Solution {

**public** **int** wiggleMaxLength(**int**[] nums) {

**if** (nums.length < 2)

**return** nums.length;

**int**[] up = **new** **int**[nums.length];

**int**[] down = **new** **int**[nums.length];

up[0] = down[0] = 1;

**for** (**int** i = 1; i < nums.length; i++) {

**if** (nums[i] > nums[i - 1]) {

up[i] = down[i - 1] + 1;

down[i] = down[i - 1];

} **else** **if** (nums[i] < nums[i - 1]) {

down[i] = up[i - 1] + 1;

up[i] = up[i - 1];

} **else** {

down[i] = down[i - 1];

up[i] = up[i - 1];

}

}

**return** Math.*max*(down[nums.length - 1], up[nums.length - 1]);

}

}

# [Combination Sum IV](https://leetcode.com/problems/combination-sum-iv)

Given an integer array with all positive numbers and no duplicates, find the number of possible combinations that add up to a positive integer target.

**Example:**

***nums*** = [1, 2, 3] ***target*** = 4

The possible combination ways are:

(1, 1, 1, 1)

(1, 1, 2)

(1, 2, 1)

(1, 3)

(2, 1, 1)

(2, 2)

(3, 1)

Note that different sequences are counted as different combinations.

Therefore the output is ***7***.

**Follow up:**  
What if negative numbers are allowed in the given array?  
How does it change the problem?  
What limitation we need to add to the question to allow negative numbers?

**public** **class** Solution {

**private** **int**[] dp;

**public** **int** combinationSum4(**int**[] nums, **int** target) {

dp = **new** **int**[target + 1];

Arrays.*fill*(dp, -1);

dp[0] = 1;

**return** helper(nums, target);

}

**private** **int** helper(**int**[] nums, **int** target) {

**if** (dp[target] != -1)

**return** dp[target];

**int** res = 0;

**for** (**int** i = 0; i < nums.length; i++)

**if** (target >= nums[i])

res += helper(nums, target - nums[i]);

dp[target] = res;

**return** res;

}

}

# [Kth Smallest Element in a Sorted Matrix](https://leetcode.com/problems/kth-smallest-element-in-a-sorted-matrix)

Given a *n* x *n* matrix where each of the rows and columns are sorted in ascending order, find the kth smallest element in the matrix.

Note that it is the kth smallest element in the sorted order, not the kth distinct element.

**Example:**

matrix = [

[ 1, 5, 9],

[10, 11, 13],

[12, 13, 15]],

k = 8,

return 13.

**Note:**  
You may assume k is always valid, 1 ? k ? n2.

**public** **class** Solution {

**public** **int** kthSmallest(**int**[][] matrix, **int** k) {

**int** lo = matrix[0][0],

hi = matrix[matrix.length - 1][matrix[0].length - 1] + 1;

**while** (lo < hi) {

**int** mid = lo + (hi - lo) / 2;

**int** count = 0, j = matrix[0].length - 1;

**for** (**int** i = 0; i < matrix.length; i++) {

**while** (j >= 0 && matrix[i][j] > mid)

j--;

count += (j + 1);

}

**if** (count < k)

lo = mid + 1;

**else**

hi = mid;

}

**return** lo;

}

}

# [Design Phone Directory](https://leetcode.com/problems/design-phone-directory)

Design a Phone Directory which supports the following operations:

1. get: Provide a number which is not assigned to anyone.
2. check: Check if a number is available or not.
3. release: Recycle or release a number.

**Example:**

// Init a phone directory containing a total of 3 numbers: 0, 1, and 2.

PhoneDirectory directory = new PhoneDirectory(3);

// It can return any available phone number. Here we assume it returns 0.

directory.get();

// Assume it returns 1.

directory.get();

// The number 2 is available, so return true.

directory.check(2);

// It returns 2, the only number that is left.

directory.get();

// The number 2 is no longer available, so return false.

directory.check(2);

// Release number 2 back to the pool.

directory.release(2);

// Number 2 is available again, return true.

directory.check(2);

**public** **class** PhoneDirectory {

Set<Integer> used = **new** HashSet<Integer>();

Queue<Integer> available = **new** LinkedList<Integer>();

**int** max;

**public** PhoneDirectory(**int** maxNumbers) {

max = maxNumbers;

**for** (**int** i = 0; i < maxNumbers; i++)

available.offer(i);

}

**public** **int** get() {

Integer ret = available.poll();

**if** (ret == **null**)

**return** -1;

used.add(ret);

**return** ret;

}

**public** **boolean** check(**int** number) {

**if** (number >= max || number < 0)

**return** **false**;

**return** !used.contains(number);

}

**public** **void** release(**int** number) {

**if** (used.remove(number))

available.offer(number);

}

}

# [Insert Delete GetRandom O(1)](https://leetcode.com/problems/insert-delete-getrandom-o1)

Design a data structure that supports all following operations in *average* **O(1)** time.

1. insert(val): Inserts an item val to the set if not already present.
2. remove(val): Removes an item val from the set if present.
3. getRandom: Returns a random element from current set of elements. Each element must have the **same probability** of being returned.

**Example:**

// Init an empty set.

RandomizedSet randomSet = new RandomizedSet();

// Inserts 1 to the set. Returns true as 1 was inserted successfully.

randomSet.insert(1);

// Returns false as 2 does not exist in the set.

randomSet.remove(2);

// Inserts 2 to the set, returns true. Set now contains [1,2].

randomSet.insert(2);

// getRandom should return either 1 or 2 randomly.

randomSet.getRandom();

// Removes 1 from the set, returns true. Set now contains [2].

randomSet.remove(1);

// 2 was already in the set, so return false.

randomSet.insert(2);

// Since 2 is the only number in the set, getRandom always return 2.

randomSet.getRandom();

**public** **class** RandomizedSet {

ArrayList<Integer> nums;

HashMap<Integer, Integer> locs;

java.util.Random rand = **new** java.util.Random();

**public** RandomizedSet() {

nums = **new** ArrayList<Integer>();

locs = **new** HashMap<Integer, Integer>();

}

**public** **boolean** insert(**int** val) {

**boolean** contain = locs.containsKey(val);

**if** (contain)

**return** **false**;

locs.put(val, nums.size());

nums.add(val);

**return** **true**;

}

**public** **boolean** remove(**int** val) {

**boolean** contain = locs.containsKey(val);

**if** (!contain)

**return** **false**;

**int** loc = locs.get(val);

**if** (loc < nums.size() - 1) {

**int** lastone = nums.get(nums.size() - 1);

nums.set(loc, lastone);

locs.put(lastone, loc);

}

locs.remove(val);

nums.remove(nums.size() - 1);

**return** **true**;

}

**public** **int** getRandom() {

**return** nums.get(rand.nextInt(nums.size()));

}

}

思路：用一个数组保存数值本身，用一个Map保存数在数组中的位置，当删除元素时，把末元与被删除元交换，删除末元。

# [Insert Delete GetRandom O(1) - Duplicates allowed](https://leetcode.com/problems/insert-delete-getrandom-o1-duplicates-allowed)

Design a data structure that supports all following operations in *average* **O(1)** time.

**Note: Duplicate elements are allowed.**

1. insert(val): Inserts an item val to the collection.
2. remove(val): Removes an item val from the collection if present.
3. getRandom: Returns a random element from current collection of elements. The probability of each element being returned is **linearly related** to the number of same value the collection contains.

**Example:**

// Init an empty collection.

RandomizedCollection collection = new RandomizedCollection();

// Inserts 1 to the collection. Returns true as the collection did not contain 1.

collection.insert(1);

// Inserts another 1 to the collection. Returns false as the collection contained 1. Collection now contains [1,1].

collection.insert(1);

// Inserts 2 to the collection, returns true. Collection now contains [1,1,2].

collection.insert(2);

// getRandom should return 1 with the probability 2/3, and returns 2 with the probability 1/3.

collection.getRandom();

// Removes 1 from the collection, returns true. Collection now contains [1,2].

collection.remove(1);

// getRandom should return 1 and 2 both equally likely.

collection.getRandom();

**public** **class** RandomizedCollection {

ArrayList<Integer> nums;

HashMap<Integer, Set<Integer>> locs;

java.util.Random rand = **new** java.util.Random();

**public** RandomizedCollection() {

nums = **new** ArrayList<Integer>();

locs = **new** HashMap<Integer, Set<Integer>>();

}

**public** **boolean** insert(**int** val) {

**boolean** contain = locs.containsKey(val);

**if** (!contain)

locs.put(val, **new** LinkedHashSet<Integer>());

locs.get(val).add(nums.size());

nums.add(val);

**return** !contain;

}

**public** **boolean** remove(**int** val) {

**boolean** contain = locs.containsKey(val);

**if** (!contain)

**return** **false**;

**int** loc = locs.get(val).iterator().next();

locs.get(val).remove(loc);

**if** (loc < nums.size() - 1) {

**int** lastone = nums.get(nums.size() - 1);

nums.set(loc, lastone);

locs.get(lastone).remove(nums.size() - 1);

locs.get(lastone).add(loc);

}

nums.remove(nums.size() - 1);

**if** (locs.get(val).isEmpty())

locs.remove(val);

**return** **true**;

}

**public** **int** getRandom() {

**return** nums.get(rand.nextInt(nums.size()));

}

}

# [Linked List Random Node](https://leetcode.com/problems/linked-list-random-node)

Given a singly linked list, return a random node's value from the linked list. Each node must have the **same probability** of being chosen.

**Follow up:**  
What if the linked list is extremely large and its length is unknown to you? Could you solve this efficiently without using extra space?

**Example:**

// Init a singly linked list [1,2,3].

ListNode head = new ListNode(1);

head.next = new ListNode(2);

head.next.next = new ListNode(3);

Solution solution = new Solution(head);

// getRandom() should return either 1, 2, or 3 randomly. Each element should have equal probability of returning.

solution.getRandom();

**public** **class** Solution {

ListNode head = **null**;

Random r = **new** Random();

**public** Solution(ListNode head) {

**this**.head = head;

}

**public** **int** getRandom() {

**int** result = **this**.head.val;

ListNode node = **this**.head.next;

**int** k = 1;

**int** i = 1;

**while** (node != **null**) {

**double** x = r.nextDouble();

**double** y = k / (k + i \* 1.0);

**if** (x <= y) {

result = node.val;

}

i++;

node = node.next;

}

**return** result;

}

}

# [Ransom Note](https://leetcode.com/problems/ransom-note)

Given an arbitrary ransom note string and another string containing letters from all the magazines, write a function that will return true if the ransom note can be constructed from the magazines ; otherwise, it will return false.

Each letter in the magazine string can only be used once in your ransom note.

**Note:**  
You may assume that both strings contain only lowercase letters.

canConstruct("a", "b") -> false

canConstruct("aa", "ab") -> false

canConstruct("aa", "aab") -> true

**public** **class** Solution {

**public** **boolean** canConstruct(String ransomNote, String magazine) {

**int**[] arr = **new** **int**[26];

**for** (**int** i = 0; i < magazine.length(); i++)

arr[magazine.charAt(i) - 'a']++;

**for** (**int** i = 0; i < ransomNote.length(); i++)

**if** (--arr[ransomNote.charAt(i) - 'a'] < 0)

**return** **false**;

**return** **true**;

}

}

# [Shuffle an Array](https://leetcode.com/problems/shuffle-an-array)

Shuffle a set of numbers without duplicates.

**Example:**

// Init an array with set 1, 2, and 3.

int[] nums = {1,2,3};

Solution solution = new Solution(nums);

// Shuffle the array [1,2,3] and return its result. Any permutation of [1,2,3] must equally likely to be returned.

solution.shuffle();

// Resets the array back to its original configuration [1,2,3].

solution.reset();

// Returns the random shuffling of array [1,2,3].

solution.shuffle();

**public** **class** Solution {

**private** **int**[] nums;

**private** Random random;

**public** Solution(**int**[] nums) {

**this**.nums = nums;

random = **new** Random();

}

**public** **int**[] reset() {

**return** nums;

}

**public** **int**[] shuffle() {

**if**(nums == **null**) **return** **null**;

**int**[] a = nums.clone();

**for**(**int** j = 1; j < a.length; j++) {

**int** i = random.nextInt(j + 1);

swap(a, i, j);

}

**return** a;

}

**private** **void** swap(**int**[] a, **int** i, **int** j) {

**int** t = a[i];

a[i] = a[j];

a[j] = t;

}

}

# [Mini Parser](https://leetcode.com/problems/mini-parser)

Given a nested list of integers represented as a string, implement a parser to deserialize it.

Each element is either an integer, or a list -- whose elements may also be integers or other lists.

**Note:** You may assume that the string is well-formed:

* String is non-empty.
* String does not contain white spaces.
* String contains only digits 0-9, [, - ,, ].

**Example 1:**

Given s = "324",

You should return a NestedInteger object which contains a single integer 324.

**Example 2:**

Given s = "[123,[456,[789]]]",

Return a NestedInteger object containing a nested list with 2 elements:

1. An integer containing value 123.

2. A nested list containing two elements:

i. An integer containing value 456.

ii. A nested list with one element:

a. An integer containing value 789.

**public** **class** Solution {

**public** NestedInteger deserialize(String s) {

**if** (s.isEmpty())

**return** **null**;

**if** (s.charAt(0) != '[')

**return** **new** NestedInteger(Integer.*valueOf*(s));

Stack<NestedInteger> stack = **new** Stack<>();

NestedInteger curr = **null**;

**int** l = 0;

**for** (**int** r = 0; r < s.length(); r++) {

**char** ch = s.charAt(r);

**if** (ch == '[') {

**if** (curr != **null**) {

stack.push(curr);

}

curr = **new** NestedInteger();

l = r + 1;

} **else** **if** (ch == ']') {

String num = s.substring(l, r);

**if** (!num.isEmpty())

curr.add(**new** NestedInteger(Integer.*valueOf*(num)));

**if** (!stack.isEmpty()) {

NestedInteger pop = stack.pop();

pop.add(curr);

curr = pop;

}

l = r + 1;

} **else** **if** (ch == ',') {

**if** (s.charAt(r - 1) != ']') {

String num = s.substring(l, r);

curr.add(**new** NestedInteger(Integer.*valueOf*(num)));

}

l = r + 1;

}

}

**return** curr;

}

}

# [Lexicographical Numbers](https://leetcode.com/problems/lexicographical-numbers)

Given an integer *n*, return 1 - *n* in lexicographical order.

For example, given 13, return: [1,10,11,12,13,2,3,4,5,6,7,8,9].

Please optimize your algorithm to use less time and space. The input size may be as large as 5,000,000.

**public** **class** Solution {

**public** List<Integer> lexicalOrder(**int** n) {

List<Integer> list = **new** ArrayList<>(n);

**int** curr = 1;

**for** (**int** i = 1; i <= n; i++) {

list.add(curr);

**if** (curr \* 10 <= n) {

curr \*= 10;

} **else** **if** (curr % 10 != 9 && curr + 1 <= n) {

curr++;

} **else** {

**while** ((curr / 10) % 10 == 9) {

curr /= 10;

}

curr = curr / 10 + 1;

}

}

**return** list;

}

}

# [First Unique Character in a String](https://leetcode.com/problems/first-unique-character-in-a-string)

Given a string, find the first non-repeating character in it and return it's index. If it doesn't exist, return -1.

**Examples:**

s = "leetcode"

return 0.

s = "loveleetcode",

return 2.

**Note:** You may assume the string contain only lowercase letters.

**public** **class** Solution {

**public** **int** firstUniqChar(String s) {

**int** freq[] = **new** **int**[26];

**for** (**int** i = 0; i < s.length(); i++)

freq[s.charAt(i) - 'a']++;

**for** (**int** i = 0; i < s.length(); i++)

**if** (freq[s.charAt(i) - 'a'] == 1)

**return** i;

**return** -1;

}

}

# [Longest Absolute File Path](https://leetcode.com/problems/longest-absolute-file-path)

Suppose we abstract our file system by a string in the following manner:

The string "dir\n\tsubdir1\n\tsubdir2\n\t\tfile.ext" represents:

dir

subdir1

subdir2

file.ext

The directory dir contains an empty sub-directory subdir1 and a sub-directory subdir2 containing a file file.ext.

The string "dir\n\tsubdir1\n\t\tfile1.ext\n\t\tsubsubdir1\n\tsubdir2\n\t\tsubsubdir2\n\t\t\tfile2.ext" represents:

dir

subdir1

file1.ext

subsubdir1

subdir2

subsubdir2

file2.ext

The directory dir contains two sub-directories subdir1 and subdir2. subdir1 contains a file file1.ext and an empty second-level sub-directory subsubdir1. subdir2 contains a second-level sub-directory subsubdir2 containing a file file2.ext.

We are interested in finding the longest (number of characters) absolute path to a file within our file system. For example, in the second example above, the longest absolute path is "dir/subdir2/subsubdir2/file2.ext", and its length is 32 (not including the double quotes).

Given a string representing the file system in the above format, return the length of the longest absolute path to file in the abstracted file system. If there is no file in the system, return 0.

**Note:**

* The name of a file contains at least a . and an extension.
* The name of a directory or sub-directory will not contain a ..

Time complexity required: O(n) where n is the size of the input string.

Notice that a/aa/aaa/file1.txt is not the longest file path, if there is another path aaaaaaaaaaaaaaaaaaaaa/sth.png.

**public** **class** Solution {

**public** **int** lengthLongestPath(String input) {

String[] paths = input.split("\n");

**int**[] stack = **new** **int**[paths.length+1];

**int** maxLen = 0;

**for**(String s:paths){

**int** lev = s.lastIndexOf("\t")+1, curLen = stack[lev+1] = stack[lev]+s.length()-lev+1;

**if**(s.contains(".")) maxLen = Math.*max*(maxLen, curLen-1);

}

**return** maxLen;

}

}

思路：如题中示例所示，路径间关系由\t数量决定。其实是压栈问题，进入子文件夹压栈，出来时退栈，这样可以知道在什么位置，过程中记录路径长度即可。使用Array模拟栈更高效，技巧：让Array多一位，避开对位置-1的处理（所有位置都+1）。

# [Find the Difference](https://leetcode.com/problems/find-the-difference)

Given two strings ***s*** and ***t*** which consist of only lowercase letters.

String ***t*** is generated by random shuffling string ***s*** and then add one more letter at a random position.

Find the letter that was added in ***t***.

**Example:**

Input:

s = "abcd"

t = "abcde"

Output:e

Explanation:

'e' is the letter that was added.

**public** **class** Solution {

**public** **char** findTheDifference(String s, String t) {

**int** charCodeS = 0, charCodeT = 0;

**for** (**int** i = 0; i < s.length(); ++i)

charCodeS += (**int**) s.charAt(i);

**for** (**int** i = 0; i < t.length(); ++i)

charCodeT += (**int**) t.charAt(i);

**return** (**char**) (charCodeT - charCodeS);

}

}

# [Elimination Game](https://leetcode.com/problems/elimination-game)

There is a list of sorted integers from 1 to *n*. Starting from left to right, remove the first number and every other number afterward until you reach the end of the list.

Repeat the previous step again, but this time from right to left, remove the right most number and every other number from the remaining numbers.

We keep repeating the steps again, alternating left to right and right to left, until a single number remains.

Find the last number that remains starting with a list of length *n*.

**Example:**

Input:

n = 9,

1 2 3 4 5 6 7 8 9

2 4 6 8

2 6

6

Output:6

**public** **class** Solution {

**public** **int** lastRemaining(**int** n) {

**boolean** left = **true**;

**int** remaining = n;

**int** step = 1;

**int** head = 1;

**while** (remaining > 1) {

**if** (left || remaining % 2 == 1)

head = head + step;

remaining = remaining / 2;

step = step \* 2;

left = !left;

}

**return** head;

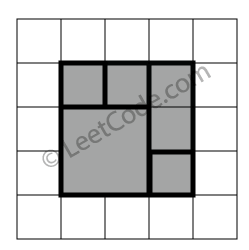
}

}

# [Perfect Rectangle](https://leetcode.com/problems/perfect-rectangle)

Given N axis-aligned rectangles where N > 0, determine if they all together form an exact cover of a rectangular region.

Each rectangle is represented as a bottom-left point and a top-right point. For example, a unit square is represented as [1,1,2,2]. (coordinate of bottom-left point is (1, 1) and top-right point is (2, 2)).



**Example 1:**

rectangles = [

[1,1,3,3],

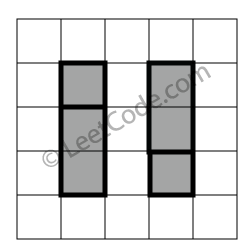
[3,1,4,2],

[3,2,4,4],

[1,3,2,4],

[2,3,3,4]]

Return true. All 5 rectangles together form an exact cover of a rectangular region.



**Example 2:**

rectangles = [

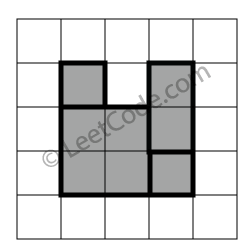
[1,1,2,3],

[1,3,2,4],

[3,1,4,2],

[3,2,4,4]]

Return false. Because there is a gap between the two rectangular regions.



**Example 3:**

rectangles = [

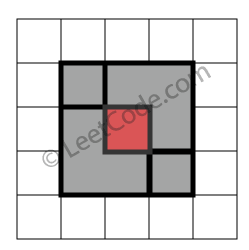
[1,1,3,3],

[3,1,4,2],

[1,3,2,4],

[3,2,4,4]]

Return false. Because there is a gap in the top center.



**Example 4:**

rectangles = [

[1,1,3,3],

[3,1,4,2],

[1,3,2,4],

[2,2,4,4]]

Return false. Because two of the rectangles overlap with each other.

**public** **class** Solution {

**public** **boolean** isRectangleCover(**int**[][] rectangles) {

**if** (rectangles.length == 0 || rectangles[0].length == 0)

**return** **false**;

**int** x1 = Integer.***MAX\_VALUE***;

**int** x2 = Integer.***MIN\_VALUE***;

**int** y1 = Integer.***MAX\_VALUE***;

**int** y2 = Integer.***MIN\_VALUE***;

HashSet<String> set = **new** HashSet<String>();

**int** area = 0;

**for** (**int**[] rect : rectangles) {

x1 = Math.*min*(rect[0], x1);

y1 = Math.*min*(rect[1], y1);

x2 = Math.*max*(rect[2], x2);

y2 = Math.*max*(rect[3], y2);

area += (rect[2] - rect[0]) \* (rect[3] - rect[1]);

String s1 = rect[0] + " " + rect[1];

String s2 = rect[0] + " " + rect[3];

String s3 = rect[2] + " " + rect[3];

String s4 = rect[2] + " " + rect[1];

**if** (!set.add(s1))

set.remove(s1);

**if** (!set.add(s2))

set.remove(s2);

**if** (!set.add(s3))

set.remove(s3);

**if** (!set.add(s4))

set.remove(s4);

}

**if** (!set.contains(x1 + " " + y1) || !set.contains(x1 + " " + y2)

|| !set.contains(x2 + " " + y1) || !set.contains(x2 + " " + y2)

|| set.size() != 4)

**return** **false**;

**return** area == (x2 - x1) \* (y2 - y1);

}

}

# [Is Subsequence](https://leetcode.com/problems/is-subsequence)

Given a string **s** and a string **t**, check if **s** is subsequence of **t**.

You may assume that there is only lower case English letters in both **s** and **t**. **t** is potentially a very long (length ~= 500,000) string, and **s**is a short string (<=100).

A subsequence of a string is a new string which is formed from the original string by deleting some (can be none) of the characters without disturbing the relative positions of the remaining characters. (ie, "ace" is a subsequence of "abcde" while "aec" is not).

**Example 1:**  
**s** = "abc", **t** = "ahbgdc"

Return true.

**Example 2:**  
**s** = "axc", **t** = "ahbgdc"

Return false.

**Follow up:**  
If there are lots of incoming S, say S1, S2, ... , Sk where k >= 1B, and you want to check one by one to see if T has its subsequence. In this scenario, how would you change your code?

**public** **class** Solution {

**public** **boolean** isSubsequence(String s, String t) {

**if** (s.length() == 0)

**return** **true**;

**int** indexS = 0, indexT = 0;

**while** (indexT < t.length()) {

**if** (t.charAt(indexT) == s.charAt(indexS)) {

indexS++;

**if** (indexS == s.length())

**return** **true**;

}

indexT++;

}

**return** **false**;

}

}

# [UTF-8 Validation](https://leetcode.com/problems/utf-8-validation)

A character in UTF8 can be from **1 to 4 bytes** long, subjected to the following rules:

1. For 1-byte character, the first bit is a 0, followed by its unicode code.
2. For n-bytes character, the first n-bits are all one's, the n+1 bit is 0, followed by n-1 bytes with most significant 2 bits being 10.

This is how the UTF-8 encoding would work:

Char. number range | UTF-8 octet sequence

(hexadecimal) | (binary)

--------------------+---------------------------------------------

0000 0000-0000 007F | 0xxxxxxx

0000 0080-0000 07FF | 110xxxxx 10xxxxxx

0000 0800-0000 FFFF | 1110xxxx 10xxxxxx 10xxxxxx

0001 0000-0010 FFFF | 11110xxx 10xxxxxx 10xxxxxx 10xxxxxx

Given an array of integers representing the data, return whether it is a valid utf-8 encoding.

**Note:**  
The input is an array of integers. Only the **least significant 8 bits** of each integer is used to store the data. This means each integer represents only 1 byte of data.

**Example 1:**

data = [197, 130, 1], which represents the octet sequence: **11000101 10000010 00000001**.

Return **true**.

It is a valid utf-8 encoding for a 2-bytes character followed by a 1-byte character.

**Example 2:**

data = [235, 140, 4], which represented the octet sequence: **11101011 10001100 00000100**.

Return **false**.

The first 3 bits are all one's and the 4th bit is 0 means it is a 3-bytes character.

The next byte is a continuation byte which starts with 10 and that's correct.

But the second continuation byte does not start with 10, so it is invalid.

**public** **class** Solution {

**public** **boolean** validUtf8(**int**[] data) {

**if** (data == **null** || data.length == 0)

**return** **false**;

**boolean** isValid = **true**;

**for** (**int** i = 0; i < data.length; i++) {

**if** (data[i] > 255)

**return** **false**;

**int** numberOfBytes = 0;

**if** ((data[i] & 128) == 0) {

numberOfBytes = 1;

} **else** **if** ((data[i] & 224) == 192) {

numberOfBytes = 2;

} **else** **if** ((data[i] & 240) == 224) {

numberOfBytes = 3;

} **else** **if** ((data[i] & 248) == 240) {

numberOfBytes = 4;

} **else** {

**return** **false**;

}

**for** (**int** j = 1; j < numberOfBytes; j++) {

**if** (i + j >= data.length)

**return** **false**;

**if** ((data[i + j] & 192) != 128)

**return** **false**;

}

i = i + numberOfBytes - 1;

}

**return** isValid;

}

}

# [Decode String](https://leetcode.com/problems/decode-string)

Given an encoded string, return it's decoded string.

The encoding rule is: k[encoded\_string], where the *encoded\_string* inside the square brackets is being repeated exactly *k* times. Note that *k* is guaranteed to be a positive integer.

You may assume that the input string is always valid; No extra white spaces, square brackets are well-formed, etc.

Furthermore, you may assume that the original data does not contain any digits and that digits are only for those repeat numbers, *k*. For example, there won't be input like 3a or 2[4].

**Examples:**

s = "3[a]2[bc]", return "aaabcbc".

s = "3[a2[c]]", return "accaccacc".

s = "2[abc]3[cd]ef", return "abcabccdcdcdef".

**public** **class** Solution {

**public** String decodeString(String s) {

String res = "";

Stack<Integer> countStack = **new** Stack<>();

Stack<String> resStack = **new** Stack<>();

**int** idx = 0;

**while** (idx < s.length()) {

**if** (Character.*isDigit*(s.charAt(idx))) {

**int** count = 0;

**while** (Character.*isDigit*(s.charAt(idx))) {

count = 10 \* count + (s.charAt(idx) - '0');

idx++;

}

countStack.push(count);

} **else** **if** (s.charAt(idx) == '[') {

resStack.push(res);

res = "";

idx++;

} **else** **if** (s.charAt(idx) == ']') {

StringBuilder temp = **new** StringBuilder(resStack.pop());

**int** repeatTimes = countStack.pop();

**for** (**int** i = 0; i < repeatTimes; i++) {

temp.append(res);

}

res = temp.toString();

idx++;

} **else** {

res += s.charAt(idx++);

}

}

**return** res;

}

}

# [Longest Substring with At Least K Repeating Characters](https://leetcode.com/problems/longest-substring-with-at-least-k-repeating-characters)

Find the length of the longest substring ***T*** of a given string (consists of lowercase letters only) such that every character in ***T*** appears no less than *k* times.

**Example 1:**

Input:s = "aaabb", k = 3

Output:3

The longest substring is "aaa", as 'a' is repeated 3 times.

**Example 2:**

Input:s = "ababbc", k = 2

Output:5

The longest substring is "ababb", as 'a' is repeated 2 times and 'b' is repeated 3 times.

**public** **class** Solution {

**public** **int** longestSubstring(String s, **int** k) {

**char**[] str = s.toCharArray();

**int**[] counts = **new** **int**[26];

**int** h, i, j, idx, max = 0, unique, noLessThanK;

**for** (h = 1; h <= 26; h++) {

Arrays.*fill*(counts, 0);

i = 0;

j = 0;

unique = 0;

noLessThanK = 0;

**while** (j < str.length) {

**if** (unique <= h) {

idx = str[j] - 'a';

**if** (counts[idx] == 0)

unique++;

counts[idx]++;

**if** (counts[idx] == k)

noLessThanK++;

j++;

} **else** {

idx = str[i] - 'a';

**if** (counts[idx] == k)

noLessThanK--;

counts[idx]--;

**if** (counts[idx] == 0)

unique--;

i++;

}

**if** (unique == h && unique == noLessThanK)

max = Math.*max*(j - i, max);

}

}

**return** max;

}

}

# [Rotate Function](https://leetcode.com/problems/rotate-function)

Given an array of integers A and let *n* to be its length.

Assume Bk to be an array obtained by rotating the array A *k* positions clock-wise, we define a "rotation function" F on A as follow:

F(k) = 0 \* Bk[0] + 1 \* Bk[1] + ... + (n-1) \* Bk[n-1].

Calculate the maximum value of F(0), F(1), ..., F(n-1).

**Note:**  
*n* is guaranteed to be less than 105.

**Example:**

A = [4, 3, 2, 6]

F(0) = (0 \* 4) + (1 \* 3) + (2 \* 2) + (3 \* 6) = 0 + 3 + 4 + 18 = 25

F(1) = (0 \* 6) + (1 \* 4) + (2 \* 3) + (3 \* 2) = 0 + 4 + 6 + 6 = 16

F(2) = (0 \* 2) + (1 \* 6) + (2 \* 4) + (3 \* 3) = 0 + 6 + 8 + 9 = 23

F(3) = (0 \* 3) + (1 \* 2) + (2 \* 6) + (3 \* 4) = 0 + 2 + 12 + 12 = 26

So the maximum value of F(0), F(1), F(2), F(3) is F(3) = 26.

**public** **class** Solution {

**public** **int** maxRotateFunction(**int**[] A) {

**if** (A.length == 0)

**return** 0;

**int** sum = 0, iteration = 0, len = A.length;

**for** (**int** i = 0; i < len; i++) {

sum += A[i];

iteration += (A[i] \* i);

}

**int** max = iteration;

**for** (**int** j = 1; j < len; j++) {

iteration = iteration - sum + A[j - 1] \* len;

max = Math.*max*(max, iteration);

}

**return** max;

}

}

# [Integer Replacement](https://leetcode.com/problems/integer-replacement)

Given a positive integer *n* and you can do operations as follow:

1. If *n* is even, replace *n* with *n*/2.
2. If *n* is odd, you can replace *n* with either *n* + 1 or *n* - 1.

What is the minimum number of replacements needed for *n* to become 1?

**Example 1:**

**Input:**8

**Output:**3

**Explanation:**

8 -> 4 -> 2 -> 1

**Example 2:**

**Input:**7

**Output:**4

**Explanation:**

7 -> 8 -> 4 -> 2 -> 1 or 7 -> 6 -> 3 -> 2 -> 1

**public** **class** Solution {

**public** **int** integerReplacement(**int** n) {

**if** (n == Integer.***MAX\_VALUE***)

**return** 32;

**int** count = 0;

**while** (n > 1) {

**if** (n % 2 == 0)

n /= 2;

**else** {

**if** ((n + 1) % 4 == 0 && (n - 1 != 2))

n++;

**else**

n--;

}

count++;

}

**return** count;

}

}

# [Random Pick Index](https://leetcode.com/problems/random-pick-index)

Given an array of integers with possible duplicates, randomly output the index of a given target number. You can assume that the given target number must exist in the array.

**Note:**  
The array size can be very large. Solution that uses too much extra space will not pass the judge.

**Example:**

int[] nums = new int[] {1,2,3,3,3};

Solution solution = new Solution(nums);

// pick(3) should return either index 2, 3, or 4 randomly. Each index should have equal probability of returning.

solution.pick(3);

// pick(1) should return 0. Since in the array only nums[0] is equal to 1.

solution.pick(1);

**public** **class** Solution {

**int**[] nums;

Random rnd;

**public** Solution(**int**[] nums) {

**this**.nums = nums;

**this**.rnd = **new** Random();

}

**public** **int** pick(**int** target) {

**int** result = -1;

**int** count = 0;

**for** (**int** i = 0; i < nums.length; i++) {

**if** (nums[i] != target)

**continue**;

**if** (rnd.nextInt(++count) == 0)

result = i;

}

**return** result;

}

}

# [Evaluate Division](https://leetcode.com/problems/evaluate-division)

Equations are given in the format A / B = k, where A and B are variables represented as strings, and k is a real number (floating point number). Given some queries, return the answers. If the answer does not exist, return -1.0.

**Example:**  
Given a / b = 2.0, b / c = 3.0.   
queries are: a / c = ?, b / a = ?, a / e = ?, a / a = ?, x / x = ? .   
return [6.0, 0.5, -1.0, 1.0, -1.0 ].

The input is: vector<pair<string, string>> equations, vector<double>& values, vector<pair<string, string>> queries , where equations.size() == values.size(), and the values are positive. This represents the equations. Return vector<double>.

According to the example above:

equations = [ ["a", "b"], ["b", "c"] ],

values = [2.0, 3.0],

queries = [ ["a", "c"], ["b", "a"], ["a", "e"], ["a", "a"], ["x", "x"] ].

The input is always valid. You may assume that evaluating the queries will result in no division by zero and there is no contradiction.

**public** **class** Solution {

**public** **double**[] calcEquation(String[][] equations, **double**[] values,

String[][] queries) {

**double**[] results = **new** **double**[queries.length];

Map<String, List<String>> graph = buildGraph(equations, values);

**for** (**int** i = 0; i < queries.length; i++) {

String[] query = queries[i];

**if** (query[0].equals(query[1]) && !graph.containsKey(query[0])) {

results[i] = -1.0;

} **else** {

**double** result = computeResultDFS(graph, query);

results[i] = result;

}

}

**return** results;

}

**public** **double** computeResultDFS(Map<String, List<String>> graph,

String[] query) {

String dividend = query[0];

String divisor = query[1];

Set<String> visited = **new** HashSet<>();

**double** result = 1.0;

result = dfs(dividend, divisor, graph, visited);

**if** (result < 0)

result = -1.;

**return** result;

}

**public** **double** dfs(String start, String end, Map<String, List<String>> graph,

Set<String> visited) {

**if** (start.equals(end))

**return** 1.0;

**if** (visited.contains(start))

**return** -1.0;

visited.add(start);

List<String> edgesList = graph.get(start);

**if** (edgesList == **null** || edgesList.isEmpty())

**return** -1.0;

**double** result = 1.0;

**for** (String edge : edgesList) {

String[] tokens = edge.split(" ");

String next = tokens[0];

**double** val = Double.*parseDouble*(tokens[1]);

result = val \* dfs(next, end, graph, visited);

**if** (result > 0)

**return** result;

}

**return** result;

}

**public** Map<String, List<String>> buildGraph(String[][] equations,

**double**[] values) {

Map<String, List<String>> graph = **new** HashMap<>();

**for** (**int** i = 0; i < equations.length; i++) {

String startNode = equations[i][0];

String endNode = equations[i][1];

**double** value = values[i];

String endEdge = endNode + " " + value;

String startEdge = startNode + " " + (1 / value);

**if** (graph.containsKey(startNode)) {

graph.get(startNode).add(endEdge);

} **else** {

List<String> edges = **new** ArrayList<>();

edges.add(endEdge);

graph.put(startNode, edges);

}

**if** (graph.containsKey(endNode)) {

graph.get(endNode).add(startEdge);

} **else** {

List<String> edges = **new** ArrayList<>();

edges.add(startEdge);

graph.put(endNode, edges);

}

}

**return** graph;

}

}

# [Nth Digit](https://leetcode.com/problems/nth-digit)

Find the *n*th digit of the infinite integer sequence 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, ...

**Note:**  
*n* is positive and will fit within the range of a 32-bit signed integer (*n* < 231).

**Example 1:**

**Input:**3

**Output:**3

**Example 2:**

**Input:**11

**Output:**0

**Explanation:**

The 11th digit of the sequence 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, ... is a 0, which is part of the number 10.

**public** **class** Solution {

**public** **int** findNthDigit(**int** n) {

**int** len = 1;

**long** count = 9;

**int** start = 1;

**while** (n > len \* count) {

n -= len \* count;

len += 1;

count \*= 10;

start \*= 10;

}

start += (n - 1) / len;

String s = Integer.*toString*(start);

**return** Character.*getNumericValue*(s.charAt((n - 1) % len));

}

}

# [Binary Watch](https://leetcode.com/problems/binary-watch)

# [Remove K Digits](https://leetcode.com/problems/remove-k-digits)

# [Frog Jump](https://leetcode.com/problems/frog-jump)

# [Sum of Left Leaves](https://leetcode.com/problems/sum-of-left-leaves)

# [Convert a Number to Hexadecimal](https://leetcode.com/problems/convert-a-number-to-hexadecimal)

# [Queue Reconstruction by Height](https://leetcode.com/problems/queue-reconstruction-by-height)

# [Trapping Rain Water II](https://leetcode.com/problems/trapping-rain-water-ii)

# [Valid Word Abbreviation](https://leetcode.com/problems/valid-word-abbreviation)

# [Longest Palindrome](https://leetcode.com/problems/longest-palindrome)

# [Split Array Largest Sum](https://leetcode.com/problems/split-array-largest-sum)

# [Minimum Unique Word Abbreviation](https://leetcode.com/problems/minimum-unique-word-abbreviation)

# [Fizz Buzz](https://leetcode.com/problems/fizz-buzz)

# [Arithmetic Slices](https://leetcode.com/problems/arithmetic-slices)

# [Third Maximum Number](https://leetcode.com/problems/third-maximum-number)

# [Add Strings](https://leetcode.com/problems/add-strings)

# [Partition Equal Subset Sum](https://leetcode.com/problems/partition-equal-subset-sum)

# [Pacific Atlantic Water Flow](https://leetcode.com/problems/pacific-atlantic-water-flow)

# [Sentence Screen Fitting](https://leetcode.com/problems/sentence-screen-fitting)

# [Battleships in a Board](https://leetcode.com/problems/battleships-in-a-board)

# [Strong Password Checker](https://leetcode.com/problems/strong-password-checker)

# [Maximum XOR of Two Numbers in an Array](https://leetcode.com/problems/maximum-xor-of-two-numbers-in-an-array)

# [Valid Word Square](https://leetcode.com/problems/valid-word-square)

# [Reconstruct Original Digits from English](https://leetcode.com/problems/reconstruct-original-digits-from-english)

# [Longest Repeating Character Replacement](https://leetcode.com/problems/longest-repeating-character-replacement)

# [Word Squares](https://leetcode.com/problems/word-squares)

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# [All O`one Data Structure](https://leetcode.com/problems/all-oone-data-structure)

# [Minimum Genetic Mutation](https://leetcode.com/problems/minimum-genetic-mutation)

# [Number of Segments in a String](https://leetcode.com/problems/number-of-segments-in-a-string)

# [Non-overlapping Intervals](https://leetcode.com/problems/non-overlapping-intervals)

# [Find Right Interval](https://leetcode.com/problems/find-right-interval)

# [Path Sum III](https://leetcode.com/problems/path-sum-iii)

# [Find All Anagrams in a String](https://leetcode.com/problems/find-all-anagrams-in-a-string)

# [Ternary Expression Parser](https://leetcode.com/problems/ternary-expression-parser)

# [K-th Smallest in Lexicographical Order](https://leetcode.com/problems/k-th-smallest-in-lexicographical-order)

# [Arranging Coins](https://leetcode.com/problems/arranging-coins)

# [Find All Duplicates in an Array](https://leetcode.com/problems/find-all-duplicates-in-an-array)

# [String Compression](https://leetcode.com/problems/string-compression)

# [Sequence Reconstruction](https://leetcode.com/problems/sequence-reconstruction)

# [Add Two Numbers II](https://leetcode.com/problems/add-two-numbers-ii)

# [Arithmetic Slices II - Subsequence](https://leetcode.com/problems/arithmetic-slices-ii-subsequence)

# [Number of Boomerangs](https://leetcode.com/problems/number-of-boomerangs)

# [Find All Numbers Disappeared in an Array](https://leetcode.com/problems/find-all-numbers-disappeared-in-an-array)

# [Serialize and Deserialize BST](https://leetcode.com/problems/serialize-and-deserialize-bst)

# [Delete Node in a BST](https://leetcode.com/problems/delete-node-in-a-bst)

# [Sort Characters By Frequency](https://leetcode.com/problems/sort-characters-by-frequency)

# [Minimum Number of Arrows to Burst Balloons](https://leetcode.com/problems/minimum-number-of-arrows-to-burst-balloons)

# [Minimum Moves to Equal Array Elements](https://leetcode.com/problems/minimum-moves-to-equal-array-elements)

# [4Sum II](https://leetcode.com/problems/4sum-ii)

# [Assign Cookies](https://leetcode.com/problems/assign-cookies)

# [132 Pattern](https://leetcode.com/problems/132-pattern)

# [Circular Array Loop](https://leetcode.com/problems/circular-array-loop)

# [Poor Pigs](https://leetcode.com/problems/poor-pigs)

# [Repeated Substring Pattern](https://leetcode.com/problems/repeated-substring-pattern)

# [LFU Cache](https://leetcode.com/problems/lfu-cache)

# [Hamming Distance](https://leetcode.com/problems/hamming-distance)

# [Minimum Moves to Equal Array Elements II](https://leetcode.com/problems/minimum-moves-to-equal-array-elements-ii)

# [Island Perimeter](https://leetcode.com/problems/island-perimeter)

# [Can I Win](https://leetcode.com/problems/can-i-win)

# [Optimal Account Balancing](https://leetcode.com/problems/optimal-account-balancing)

# [Count The Repetitions](https://leetcode.com/problems/count-the-repetitions)

# [Unique Substrings in Wraparound String](https://leetcode.com/problems/unique-substrings-in-wraparound-string)

# [Validate IP Address](https://leetcode.com/problems/validate-ip-address)

# [Convex Polygon](https://leetcode.com/problems/convex-polygon)

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# [Encode String with Shortest Length](https://leetcode.com/problems/encode-string-with-shortest-length)

# [Concatenated Words](https://leetcode.com/problems/concatenated-words)

# [Matchsticks to Square](https://leetcode.com/problems/matchsticks-to-square)

# [Ones and Zeroes](https://leetcode.com/problems/ones-and-zeroes)

# [Heaters](https://leetcode.com/problems/heaters)

# [Number Complement](https://leetcode.com/problems/number-complement)

# [Total Hamming Distance](https://leetcode.com/problems/total-hamming-distance)

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# [Largest Palindrome Product](https://leetcode.com/problems/largest-palindrome-product)

# [Sliding Window Median](https://leetcode.com/problems/sliding-window-median)

# [Magical String](https://leetcode.com/problems/magical-string)

# [License Key Formatting](https://leetcode.com/problems/license-key-formatting)

# [Smallest Good Base](https://leetcode.com/problems/smallest-good-base)

# [Find Permutation](https://leetcode.com/problems/find-permutation)

# [Max Consecutive Ones](https://leetcode.com/problems/max-consecutive-ones)

# [Predict the Winner](https://leetcode.com/problems/predict-the-winner)

# [Max Consecutive Ones II](https://leetcode.com/problems/max-consecutive-ones-ii)

# [Zuma Game](https://leetcode.com/problems/zuma-game)

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# [The Maze](https://leetcode.com/problems/the-maze)

# [Increasing Subsequences](https://leetcode.com/problems/increasing-subsequences)

# [Construct the Rectangle](https://leetcode.com/problems/construct-the-rectangle)

# [Reverse Pairs](https://leetcode.com/problems/reverse-pairs)

# [Target Sum](https://leetcode.com/problems/target-sum)

# [Teemo Attacking](https://leetcode.com/problems/teemo-attacking)

# [Next Greater Element I](https://leetcode.com/problems/next-greater-element-i)

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# [Diagonal Traverse](https://leetcode.com/problems/diagonal-traverse)

# [The Maze III](https://leetcode.com/problems/the-maze-iii)

# [Keyboard Row](https://leetcode.com/problems/keyboard-row)

# [Find Mode in Binary Search Tree](https://leetcode.com/problems/find-mode-in-binary-search-tree)

# [IPO](https://leetcode.com/problems/ipo)

# [Next Greater Element II](https://leetcode.com/problems/next-greater-element-ii)

# [Base 7](https://leetcode.com/problems/base-7)

# [The Maze II](https://leetcode.com/problems/the-maze-ii)

# [Relative Ranks](https://leetcode.com/problems/relative-ranks)

# [Perfect Number](https://leetcode.com/problems/perfect-number)

# [Most Frequent Subtree Sum](https://leetcode.com/problems/most-frequent-subtree-sum)

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# [Find Bottom Left Tree Value](https://leetcode.com/problems/find-bottom-left-tree-value)

# [Freedom Trail](https://leetcode.com/problems/freedom-trail)

# [Find Largest Value in Each Tree Row](https://leetcode.com/problems/find-largest-value-in-each-tree-row)

# [Longest Palindromic Subsequence](https://leetcode.com/problems/longest-palindromic-subsequence)

# [Super Washing Machines](https://leetcode.com/problems/super-washing-machines)

# [Coin Change 2](https://leetcode.com/problems/coin-change-2)

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# [Detect Capital](https://leetcode.com/problems/detect-capital)

# [Longest Uncommon Subsequence I](https://leetcode.com/problems/longest-uncommon-subsequence-i)

# [Longest Uncommon Subsequence II](https://leetcode.com/problems/longest-uncommon-subsequence-ii)

# [Continuous Subarray Sum](https://leetcode.com/problems/continuous-subarray-sum)

# [Longest Word in Dictionary through Deleting](https://leetcode.com/problems/longest-word-in-dictionary-through-deleting)

# [Contiguous Array](https://leetcode.com/problems/contiguous-array)

# [Beautiful Arrangement](https://leetcode.com/problems/beautiful-arrangement)

# [Word Abbreviation](https://leetcode.com/problems/word-abbreviation)

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# [Minesweeper](https://leetcode.com/problems/minesweeper)

# [Minimum Absolute Difference in BST](https://leetcode.com/problems/minimum-absolute-difference-in-bst)

# [Lonely Pixel I](https://leetcode.com/problems/lonely-pixel-i)

# [K-diff Pairs in an Array](https://leetcode.com/problems/k-diff-pairs-in-an-array)

# [Lonely Pixel II](https://leetcode.com/problems/lonely-pixel-ii)

# [Design TinyURL](https://leetcode.com/problems/design-tinyurl)

# [Encode and Decode TinyURL](https://leetcode.com/problems/encode-and-decode-tinyurl)

# [Construct Binary Tree from String](https://leetcode.com/problems/construct-binary-tree-from-string)

# [Complex Number Multiplication](https://leetcode.com/problems/complex-number-multiplication)

# [Convert BST to Greater Tree](https://leetcode.com/problems/convert-bst-to-greater-tree)

# [Minimum Time Difference](https://leetcode.com/problems/minimum-time-difference)

# [Single Element in a Sorted Array](https://leetcode.com/problems/single-element-in-a-sorted-array)

# [Reverse String II](https://leetcode.com/problems/reverse-string-ii)

# [01 Matrix](https://leetcode.com/problems/01-matrix)

# [Diameter of Binary Tree](https://leetcode.com/problems/diameter-of-binary-tree)

# [Output Contest Matches](https://leetcode.com/problems/output-contest-matches)

# [Boundary of Binary Tree](https://leetcode.com/problems/boundary-of-binary-tree)

# [Remove Boxes](https://leetcode.com/problems/remove-boxes)

# [Friend Circles](https://leetcode.com/problems/friend-circles)

# [Split Array with Equal Sum](https://leetcode.com/problems/split-array-with-equal-sum)

# [Binary Tree Longest Consecutive Sequence II](https://leetcode.com/problems/binary-tree-longest-consecutive-sequence-ii)

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# [Student Attendance Record I](https://leetcode.com/problems/student-attendance-record-i)

# [Student Attendance Record II](https://leetcode.com/problems/student-attendance-record-ii)

# [Optimal Division](https://leetcode.com/problems/optimal-division)

# [Brick Wall](https://leetcode.com/problems/brick-wall)

# [Split Concatenated Strings](https://leetcode.com/problems/split-concatenated-strings)

# [Next Greater Element III](https://leetcode.com/problems/next-greater-element-iii)

# [Reverse Words in a String III](https://leetcode.com/problems/reverse-words-in-a-string-iii)

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# [Subarray Sum Equals K](https://leetcode.com/problems/subarray-sum-equals-k)

# [Array Partition I](https://leetcode.com/problems/array-partition-i)

# [Longest Line of Consecutive One in Matrix](https://leetcode.com/problems/longest-line-of-consecutive-one-in-matrix)

# [Binary Tree Tilt](https://leetcode.com/problems/binary-tree-tilt)

# [Find the Closest Palindrome](https://leetcode.com/problems/find-the-closest-palindrome)

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# [Reshape the Matrix](https://leetcode.com/problems/reshape-the-matrix)

# [Permutation in String](https://leetcode.com/problems/permutation-in-string)

# [Maximum Vacation Days](https://leetcode.com/problems/maximum-vacation-days)

# [Median Employee Salary](https://leetcode.com/problems/median-employee-salary)

# [Managers with at Least 5 Direct Reports](https://leetcode.com/problems/managers-with-at-least-5-direct-reports)

# [Find Median Given Frequency of Numbers](https://leetcode.com/problems/find-median-given-frequency-of-numbers)

# [Subtree of Another Tree](https://leetcode.com/problems/subtree-of-another-tree)

# [Squirrel Simulation](https://leetcode.com/problems/squirrel-simulation)

# [Winning Candidate](https://leetcode.com/problems/winning-candidate)

# [Distribute Candies](https://leetcode.com/problems/distribute-candies)

# [Out of Boundary Paths](https://leetcode.com/problems/out-of-boundary-paths)

# [Employee Bonus](https://leetcode.com/problems/employee-bonus)

# [Get Highest Answer Rate Question](https://leetcode.com/problems/get-highest-answer-rate-question)

# [Find Cumulative Salary of an Employee](https://leetcode.com/problems/find-cumulative-salary-of-an-employee)

# [Count Student Number in Departments](https://leetcode.com/problems/count-student-number-in-departments)

# [Shortest Unsorted Continuous Subarray](https://leetcode.com/problems/shortest-unsorted-continuous-subarray)

# [Kill Process](https://leetcode.com/problems/kill-process)

# [Delete Operation for Two Strings](https://leetcode.com/problems/delete-operation-for-two-strings)

# [Find Customer Referee](https://leetcode.com/problems/find-customer-referee)

# [Investments in 2016](https://leetcode.com/problems/investments-in-2016)

# [Customer Placing the Largest Number of Orders](https://leetcode.com/problems/customer-placing-the-largest-number-of-orders)

# [Erect the Fence](https://leetcode.com/problems/erect-the-fence)

# [Design In-Memory File System](https://leetcode.com/problems/design-in-memory-file-system)

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# [Tag Validator](https://leetcode.com/problems/tag-validator)

# [Fraction Addition and Subtraction](https://leetcode.com/problems/fraction-addition-and-subtraction)

# [Valid Square](https://leetcode.com/problems/valid-square)

# [Longest Harmonious Subsequence](https://leetcode.com/problems/longest-harmonious-subsequence)

# [Big Countries](https://leetcode.com/problems/big-countries)

# [Classes More Than 5 Students](https://leetcode.com/problems/classes-more-than-5-students)

# [Friend Requests I: Overall Acceptance Rate](https://leetcode.com/problems/friend-requests-i-overall-acceptance-rate)

# [Range Addition II](https://leetcode.com/problems/range-addition-ii)

# [Minimum Index Sum of Two Lists](https://leetcode.com/problems/minimum-index-sum-of-two-lists)

# [Non-negative Integers without Consecutive Ones](https://leetcode.com/problems/non-negative-integers-without-consecutive-ones)

# [Human Traffic of Stadium](https://leetcode.com/problems/human-traffic-of-stadium)

# [Friend Requests II: Who Has the Most Friends](https://leetcode.com/problems/friend-requests-ii-who-has-the-most-friends)

# [Consecutive Available Seats](https://leetcode.com/problems/consecutive-available-seats)

# [Design Compressed String Iterator](https://leetcode.com/problems/design-compressed-string-iterator)

# [Can Place Flowers](https://leetcode.com/problems/can-place-flowers)

# [Construct String from Binary Tree](https://leetcode.com/problems/construct-string-from-binary-tree)

# [Sales Person](https://leetcode.com/problems/sales-person)

# [Tree Node](https://leetcode.com/problems/tree-node)

# [Find Duplicate File in System](https://leetcode.com/problems/find-duplicate-file-in-system)

# [Triangle Judgement](https://leetcode.com/problems/triangle-judgement)

# [Valid Triangle Number](https://leetcode.com/problems/valid-triangle-number)

# [Shortest Distance in a Plane](https://leetcode.com/problems/shortest-distance-in-a-plane)

# [Shortest Distance in a Line](https://leetcode.com/problems/shortest-distance-in-a-line)

# [Second Degree Follower](https://leetcode.com/problems/second-degree-follower)

# [Average Salary: Departments VS Company](https://leetcode.com/problems/average-salary-departments-vs-company)

# [Add Bold Tag in String](https://leetcode.com/problems/add-bold-tag-in-string)

# [Merge Two Binary Trees](https://leetcode.com/problems/merge-two-binary-trees)

# [Students Report By Geography](https://leetcode.com/problems/students-report-by-geography)

# [Biggest Single Number](https://leetcode.com/problems/biggest-single-number)

# [Not Boring Movies](https://leetcode.com/problems/not-boring-movies)

# [Task Scheduler](https://leetcode.com/problems/task-scheduler)

Given a char array representing tasks CPU need to do. It contains capital letters A to Z where different letters represent different tasks.Tasks could be done without original order. Each task could be done in one interval. For each interval, CPU could finish one task or just be idle.

However, there is a non-negative cooling interval **n** that means between two **same tasks**, there must be at least n intervals that CPU are doing different tasks or just be idle.

You need to return the **least** number of intervals the CPU will take to finish all the given tasks.

**Example 1:**

**Input:** tasks = ["A","A","A","B","B","B"], n = 2

**Output:** 8

**Explanation:** A -> B -> idle -> A -> B -> idle -> A -> B.

**Note:**

1. The number of tasks is in the range [1, 10000].
2. The integer n is in the range [0, 100].

**public** **class** Solution {

**public** **int** leastInterval(**char**[] tasks, **int** n) {

**int**[] map = **new** **int**[26];

**for** (**char** c : tasks)

map[c - 'A']++;

Arrays.*sort*(map);

**int** time = 0;

**while** (map[25] > 0) {

**int** i = 0;

**while** (i <= n) {

**if** (map[25] == 0)

**break**;

**if** (i < 26 && map[25 - i] > 0)

map[25 - i]--;

time++;

i++;

}

Arrays.*sort*(map);

}

**return** time;

}

}

思路：尽量使用别的（数量多的）任务填充idle空缺，如果没有更多任务则idle。每次填完一个周期，重新排序，重复弄直到没有任务。

# missing

# [Add One Row to Tree](https://leetcode.com/problems/add-one-row-to-tree)

# [Maximum Distance in Arrays](https://leetcode.com/problems/maximum-distance-in-arrays)

# [Minimum Factorization](https://leetcode.com/problems/minimum-factorization)

# [Exchange Seats](https://leetcode.com/problems/exchange-seats)

# [Swap Salary](https://leetcode.com/problems/swap-salary)

# [Maximum Product of Three Numbers](https://leetcode.com/problems/maximum-product-of-three-numbers)

# [K Inverse Pairs Array](https://leetcode.com/problems/k-inverse-pairs-array)

# [Course Schedule III](https://leetcode.com/problems/course-schedule-iii)

# [Design Excel Sum Formula](https://leetcode.com/problems/design-excel-sum-formula)

Your task is to design the basic function of Excel and implement the function of sum formula. Specifically, you need to implement the following functions:

Excel(int H, char W): This is the constructor. The inputs represents the height and width of the Excel form. **H** is a positive integer, range from 1 to 26. It represents the height. **W** is a character range from 'A' to 'Z'. It represents that the width is the number of characters from 'A' to **W**. The Excel form content is represented by a height \* width 2D integer array C, it should be initialized to zero. You should assume that the first row of C starts from 1, and the first column of C starts from 'A'.

void Set(int row, char column, int val): Change the value at C(row, column) to be val.

int Get(int row, char column): Return the value at C(row, column).

int Sum(int row, char column, List of Strings : numbers): This function calculate and set the value at C(row, column), where the value should be the sum of cells represented by numbers. This function return the sum result at C(row, column). This sum formula should exist until this cell is overlapped by another value or another sum formula.

numbers is a list of strings that each string represent a cell or a range of cells. If the string represent a single cell, then it has the following format : ColRow. For example, "F7" represents the cell at (7, F).

If the string represent a range of cells, then it has the following format : ColRow1:ColRow2. The range will always be a rectangle, and ColRow1 represent the position of the top-left cell, and ColRow2 represents the position of the bottom-right cell.

**Example 1:**

Excel(3,"C");

// construct a 3\*3 2D array with all zero.

// A B C

// 1 0 0 0

// 2 0 0 0

// 3 0 0 0

Set(1, "A", 2);

// set C(1,"A") to be 2.

// A B C

// 1 2 0 0

// 2 0 0 0

// 3 0 0 0

Sum(3, "C", ["A1", "A1:B2"]);

// set C(3,"C") to be the sum of value at C(1,"A") and the values sum of the rectangle range whose top-left cell is C(1,"A") and bottom-right cell is C(2,"B"). Return 4.

// A B C

// 1 2 0 0

// 2 0 0 0

// 3 0 0 4

Set(2, "B", 2);

// set C(2,"B") to be 2. Note C(3, "C") should also be changed.

// A B C

// 1 2 0 0

// 2 0 2 0

// 3 0 0 6

**Note:**

1. You could assume that there won't be any circular sum reference. For example, A1 = sum(B1) and B1 = sum(A1).
2. The test cases are using double-quotes to represent a character.
3. Please remember to **RESET** your class variables declared in class Excel, as static/class variables are **persisted across multiple test cases**. Please see [here](https://leetcode.com/faq/#different-output) for more details.

**public** **class** Excel {

Formula[][] Formulas;

**class** Formula {

Formula(HashMap<String, Integer> c, **int** v) {

val = v;

cells = c;

}

HashMap<String, Integer> cells;

**int** val;

}

Stack<**int**[]> stack = **new** Stack<>();

**public** Excel(**int** H, **char** W) {

Formulas = **new** Formula[H][(W - 'A') + 1];

}

**public** **int** get(**int** r, **char** c) {

**if** (Formulas[r - 1][c - 'A'] == **null**)

**return** 0;

**return** Formulas[r - 1][c - 'A'].val;

}

**public** **void** set(**int** r, **char** c, **int** v) {

Formulas[r - 1][c - 'A'] = **new** Formula(**new** HashMap<String, Integer>(),

v);

topologicalSort(r - 1, c - 'A');

execute\_stack();

}

**public** **int** sum(**int** r, **char** c, String[] strs) {

HashMap<String, Integer> cells = convert(strs);

**int** summ = calculate\_sum(r - 1, c - 'A', cells);

set(r, c, summ);

Formulas[r - 1][c - 'A'] = **new** Formula(cells, summ);

**return** summ;

}

**public** **void** topologicalSort(**int** r, **int** c) {

**for** (**int** i = 0; i < Formulas.length; i++)

**for** (**int** j = 0; j < Formulas[0].length; j++)

**if** (Formulas[i][j] != **null** && Formulas[i][j].cells

.containsKey("" + (**char**) ('A' + c) + (r + 1))) {

topologicalSort(i, j);

}

stack.push(**new** **int**[] { r, c });

}

**public** **void** execute\_stack() {

**while** (!stack.isEmpty()) {

**int**[] top = stack.pop();

**if** (Formulas[top[0]][top[1]].cells.size() > 0)

calculate\_sum(top[0], top[1], Formulas[top[0]][top[1]].cells);

}

}

**public** HashMap<String, Integer> convert(String[] strs) {

HashMap<String, Integer> res = **new** HashMap<>();

**for** (String st : strs) {

**if** (st.indexOf(":") < 0)

res.put(st, res.getOrDefault(st, 0) + 1);

**else** {

String[] cells = st.split(":");

**int** si = Integer.*parseInt*(cells[0].substring(1)),

ei = Integer.*parseInt*(cells[1].substring(1));

**char** sj = cells[0].charAt(0), ej = cells[1].charAt(0);

**for** (**int** i = si; i <= ei; i++) {

**for** (**char** j = sj; j <= ej; j++) {

res.put("" + j + i,

res.getOrDefault("" + j + i, 0) + 1);

}

}

}

}

**return** res;

}

**public** **int** calculate\_sum(**int** r, **int** c, HashMap<String, Integer> cells) {

**int** sum = 0;

**for** (String s : cells.keySet()) {

**int** x = Integer.*parseInt*(s.substring(1)) - 1, y = s.charAt(0) - 'A';

sum += (Formulas[x][y] != **null** ? Formulas[x][y].val : 0)

\* cells.get(s);

}

Formulas[r][c] = **new** Formula(cells, sum);

**return** sum;

}

}

思路：用一个矩阵存所有的格子，每个格子里存Formula（包括依赖的格子Map和该格子的值）。当设置或更新某个格子时，拓扑法从更新格子开始，遍历所有格子，依层找到所有需要更新的格子，依次（借Stack反向）更新值。

# [Smallest Range](https://leetcode.com/problems/smallest-range)

# [Sum of Square Numbers](https://leetcode.com/problems/sum-of-square-numbers)

# [Find the Derangement of An Array](https://leetcode.com/problems/find-the-derangement-of-an-array)

# [Design Log Storage System](https://leetcode.com/problems/design-log-storage-system)

# [Exclusive Time of Functions](https://leetcode.com/problems/exclusive-time-of-functions)

# [Average of Levels in Binary Tree](https://leetcode.com/problems/average-of-levels-in-binary-tree)

# [Shopping Offers](https://leetcode.com/problems/shopping-offers)

# [Decode Ways II](https://leetcode.com/problems/decode-ways-ii)

# [Solve the Equation](https://leetcode.com/problems/solve-the-equation)

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# [Design Search Autocomplete System](https://leetcode.com/problems/design-search-autocomplete-system)

# [Maximum Average Subarray I](https://leetcode.com/problems/maximum-average-subarray-i)

# [Maximum Average Subarray II](https://leetcode.com/problems/maximum-average-subarray-ii)

# [Set Mismatch](https://leetcode.com/problems/set-mismatch)

# [Maximum Length of Pair Chain](https://leetcode.com/problems/maximum-length-of-pair-chain)

# [Palindromic Substrings](https://leetcode.com/problems/palindromic-substrings)

# [Replace Words](https://leetcode.com/problems/replace-words)

# [Dota2 Senate](https://leetcode.com/problems/dota2-senate)

# [2 Keys Keyboard](https://leetcode.com/problems/2-keys-keyboard)

# [4 Keys Keyboard](https://leetcode.com/problems/4-keys-keyboard)

# [Find Duplicate Subtrees](https://leetcode.com/problems/find-duplicate-subtrees)

# [Two Sum IV - Input is a BST](https://leetcode.com/problems/two-sum-iv-input-is-a-bst)

# [Maximum Binary Tree](https://leetcode.com/problems/maximum-binary-tree)

# [Print Binary Tree](https://leetcode.com/problems/print-binary-tree)

# [Coin Path](https://leetcode.com/problems/coin-path)

# [Judge Route Circle](https://leetcode.com/problems/judge-route-circle)

# [Find K Closest Elements](https://leetcode.com/problems/find-k-closest-elements)

# [Split Array into Consecutive Subsequences](https://leetcode.com/problems/split-array-into-consecutive-subsequences)

# [Remove 9](https://leetcode.com/problems/remove-9)

# [Image Smoother](https://leetcode.com/problems/image-smoother)

# [Maximum Width of Binary Tree](https://leetcode.com/problems/maximum-width-of-binary-tree)

# [Equal Tree Partition](https://leetcode.com/problems/equal-tree-partition)

# [Strange Printer](https://leetcode.com/problems/strange-printer)

# [Non-decreasing Array](https://leetcode.com/problems/non-decreasing-array)

# [Path Sum IV](https://leetcode.com/problems/path-sum-iv)

# [Beautiful Arrangement II](https://leetcode.com/problems/beautiful-arrangement-ii)

# [Kth Smallest Number in Multiplication Table](https://leetcode.com/problems/kth-smallest-number-in-multiplication-table)

# [Trim a Binary Search Tree](https://leetcode.com/problems/trim-a-binary-search-tree)

# [Maximum Swap](https://leetcode.com/problems/maximum-swap)

# [Second Minimum Node In a Binary Tree](https://leetcode.com/problems/second-minimum-node-in-a-binary-tree)

# [Bulb Switcher II](https://leetcode.com/problems/bulb-switcher-ii)

# [Number of Longest Increasing Subsequence](https://leetcode.com/problems/number-of-longest-increasing-subsequence)

# [Longest Continuous Increasing Subsequence](https://leetcode.com/problems/longest-continuous-increasing-subsequence)

# [Cut Off Trees for Golf Event](https://leetcode.com/problems/cut-off-trees-for-golf-event)

# [Implement Magic Dictionary](https://leetcode.com/problems/implement-magic-dictionary)

# [Map Sum Pairs](https://leetcode.com/problems/map-sum-pairs)

# [Valid Parenthesis String](https://leetcode.com/problems/valid-parenthesis-string)

# [24 Game](https://leetcode.com/problems/24-game)

# [Valid Palindrome II](https://leetcode.com/problems/valid-palindrome-ii)

# [Next Closest Time](https://leetcode.com/problems/next-closest-time)

# [Baseball Game](https://leetcode.com/problems/baseball-game)

# [K Empty Slots](https://leetcode.com/problems/k-empty-slots)

There is a garden with N slots. In each slot, there is a flower. The N flowers will bloom one by one in N days. In each day, there will be exactly one flower blooming and it will be in the status of blooming since then.

Given an array flowers consists of number from 1 to N. Each number in the array represents the place where the flower will open in that day.

For example, flowers[i] = x means that the unique flower that blooms at day i will be at position x, where i and x will be in the range from 1 to N.

Also given an integer k, you need to output in which day there exists two flowers in the status of blooming, and also the number of flowers between them is k and these flowers are not blooming.

If there isn't such day, output -1.

**Example 1:**

**Input:**

flowers: [1,3,2]

k: 1

**Output:** 2

**Explanation:** In the second day, the first and the third flower have become blooming.

**Example 2:**

**Input:**

flowers: [1,2,3]

k: 1

**Output:** -1

**Note:**

1. The given array will be in the range [1, 20000].

**class** Solution {

**public** **int** kEmptySlots(**int**[] flowers, **int** k) {

**int**[] days = **new** **int**[flowers.length];

**for** (**int** i = 0; i < flowers.length; i++) {

days[flowers[i] - 1] = i + 1;

}

MinQueue<Integer> window = **new** MinQueue<>();

**int** ans = days.length;

**for** (**int** i = 0; i < days.length; i++) {

**int** day = days[i];

window.addLast(day);

**if** (k <= i && i < days.length - 1) {

window.pollFirst();

**if** (k == 0 || days[i - k] < window.min()

&& days[i + 1] < window.min()) {

ans = Math.*min*(ans, Math.*max*(days[i - k], days[i + 1]));

}

}

}

**return** ans < days.length ? ans : -1;

}

}

**class** MinQueue<E **extends** Comparable<E>> **extends** ArrayDeque<E> {

**private** **static** **final** **long** ***serialVersionUID*** = 1L;

Deque<E> mins;

**public** MinQueue() {

mins = **new** ArrayDeque<E>();

}

@Override

**public** **void** addLast(E x) {

**super**.addLast(x);

**while** (mins.peekLast() != **null** && x.compareTo(mins.peekLast()) < 0) {

mins.pollLast();

}

mins.addLast(x);

}

@Override

**public** E pollFirst() {

E x = **super**.pollFirst();

**if** (x == mins.peekFirst())

mins.pollFirst();

**return** x;

}

**public** E min() {

**return** mins.peekFirst();

}

}

思路：问题给出的是第i天开放的花的位置x（一个数组），而求解问题需要位置x到第i天开花，所以先做一个数组转换。转换后问题就变成了在新数组中找到两个位置i,j，使得它们之间的元素数量为k，且都大于这两个位置的值，使用sliding window，普通队列中维持一个最小值队列，进出时更新最小值队列。

# [Redundant Connection](https://leetcode.com/problems/redundant-connection)

# [Redundant Connection II](https://leetcode.com/problems/redundant-connection-ii)

# [Repeated String Match](https://leetcode.com/problems/repeated-string-match)

# [Longest Univalue Path](https://leetcode.com/problems/longest-univalue-path)

# [Knight Probability in Chessboard](https://leetcode.com/problems/knight-probability-in-chessboard)

# [Maximum Sum of 3 Non-Overlapping Subarrays](https://leetcode.com/problems/maximum-sum-of-3-non-overlapping-subarrays)

# [Employee Importance](https://leetcode.com/problems/employee-importance)

# [Stickers to Spell Word](https://leetcode.com/problems/stickers-to-spell-word)

# [Top K Frequent Words](https://leetcode.com/problems/top-k-frequent-words)

# [Binary Number with Alternating Bits](https://leetcode.com/problems/binary-number-with-alternating-bits)

# [Number of Distinct Islands](https://leetcode.com/problems/number-of-distinct-islands)

# [Max Area of Island](https://leetcode.com/problems/max-area-of-island)

# [Count Binary Substrings](https://leetcode.com/problems/count-binary-substrings)

# [Degree of an Array](https://leetcode.com/problems/degree-of-an-array)

# [Partition to K Equal Sum Subsets](https://leetcode.com/problems/partition-to-k-equal-sum-subsets)

# [Falling Squares](https://leetcode.com/problems/falling-squares)

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# [Number of Distinct Islands II](https://leetcode.com/problems/number-of-distinct-islands-ii)

# [Minimum ASCII Delete Sum for Two Strings](https://leetcode.com/problems/minimum-ascii-delete-sum-for-two-strings)

# [Subarray Product Less Than K](https://leetcode.com/problems/subarray-product-less-than-k)

# [Best Time to Buy and Sell Stock with Transaction Fee](https://leetcode.com/problems/best-time-to-buy-and-sell-stock-with-transaction-fee)

# [Range Module](https://leetcode.com/problems/range-module)

# [Max Stack](https://leetcode.com/problems/max-stack)

# [1-bit and 2-bit Characters](https://leetcode.com/problems/1-bit-and-2-bit-characters)

# [Maximum Length of Repeated Subarray](https://leetcode.com/problems/maximum-length-of-repeated-subarray)

# [Find K-th Smallest Pair Distance](https://leetcode.com/problems/find-k-th-smallest-pair-distance)

# [Longest Word in Dictionary](https://leetcode.com/problems/longest-word-in-dictionary)

# [Accounts Merge](https://leetcode.com/problems/accounts-merge)

# [Remove Comments](https://leetcode.com/problems/remove-comments)

# [Candy Crush](https://leetcode.com/problems/candy-crush)

# [Find Pivot Index](https://leetcode.com/problems/find-pivot-index)

Given an array of integers nums, write a method that returns the "pivot" index of this array.

We define the pivot index as the index where the sum of the numbers to the left of the index is equal to the sum of the numbers to the right of the index.

If no such index exists, we should return -1. If there are multiple pivot indexes, you should return the left-most pivot index.

**Example 1:**

**Input:**

nums = [1, 7, 3, 6, 5, 6]

**Output:** 3

**Explanation:**

The sum of the numbers to the left of index 3 (nums[3] = 6) is equal to the sum of numbers to the right of index 3.

Also, 3 is the first index where this occurs.

**Example 2:**

**Input:**

nums = [1, 2, 3]

**Output:** -1

**Explanation:**

There is no index that satisfies the conditions in the problem statement.

**Note:**

 The length of nums will be in the range [0, 10000].

 Each element nums[i] will be an integer in the range [-1000, 1000].

**class** Solution {

**public** **int** pivotIndex(**int**[] nums) {

**int** sum = 0, leftsum = 0;

**for** (**int** x: nums) sum += x;

**for** (**int** i = 0; i < nums.length; ++i) {

**if** (leftsum == sum - leftsum - nums[i]) **return** i;

leftsum += nums[i];

}

**return** -1;

}

}

思路：只需判断第一位置左面和右面的和是否相等，左面可以累加，而右面是总和-当前值-左面的和。先求总和，后逐一遍历所有位置即可判断是否有这样的位置，并返回从左到右最早碰到Index。

# [Split Linked List in Parts](https://leetcode.com/problems/split-linked-list-in-parts)

Given a (singly) linked list with head node root, write a function to split the linked list into k consecutive linked list "parts".

The length of each part should be as equal as possible: no two parts should have a size differing by more than 1. This may lead to some parts being null.

The parts should be in order of occurrence in the input list, and parts occurring earlier should always have a size greater than or equal parts occurring later.

Return a List of ListNode's representing the linked list parts that are formed.

Examples 1->2->3->4, k = 5 // 5 equal parts [ [1], [2], [3], [4], null ]

**Example 1:**

**Input:**

root = [1, 2, 3], k = 5

**Output:** [[1],[2],[3],[],[]]

**Explanation:**

The input and each element of the output are ListNodes, not arrays.

For example, the input root has root.val = 1, root.next.val = 2, \root.next.next.val = 3, and root.next.next.next = null.

The first element output[0] has output[0].val = 1, output[0].next = null.

The last element output[4] is null, but it's string representation as a ListNode is [].

**Example 2:**

**Input:**

root = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10], k = 3

**Output:** [[1, 2, 3, 4], [5, 6, 7], [8, 9, 10]]

**Explanation:**

The input has been split into consecutive parts with size difference at most 1, and earlier parts are a larger size than the later parts.

**Note:**

 The length of root will be in the range [0, 1000].

 Each value of a node in the input will be an integer in the range [0, 999].

 k will be an integer in the range [1, 50].

**class** Solution {

**public** ListNode[] splitListToParts(ListNode root, **int** k) {

ListNode cur = root;

**int** n = 0;

**while**(cur != **null**) {

++n;

cur = cur.next;

}

ListNode[] r = **new** ListNode[k];

**int** m = n/k;

**int** j = n%k;

cur = root;

ListNode last = **null**;

**for**(**int** i=0;i<k;++i) {

**for**(**int** l = 0;l<m || i < j;++l) {

**if**(r[i] == **null**)

r[i] = cur;

last = cur;

cur = cur.next;

**if**(l == m)

**break**;

}

**if**(last != **null**)

last.next = **null**;

}

**return** r;

}

}

思路：1. n/k平均分配所有元素到各数组中，其中每个数组中元素数一致，对于余数j=n%k，则平均分配到前j个数组中。可以利用链表特性，也可以新建一个等值的链接，这个Trade off可以与面试官讨论。

# [Number of Atoms](https://leetcode.com/problems/number-of-atoms)

Given a chemical formula (given as a string), return the count of each atom.

An atomic element always starts with an uppercase character, then zero or more lowercase letters, representing the name.

1 or more digits representing the count of that element may follow if the count is greater than 1. If the count is 1, no digits will follow. For example, H2O and H2O2 are possible, but H1O2 is impossible.

Two formulas concatenated together produce another formula. For example, H2O2He3Mg4 is also a formula.

A formula placed in parentheses, and a count (optionally added) is also a formula. For example, (H2O2) and (H2O2)3 are formulas.

Given a formula, output the count of all elements as a string in the following form: the first name (in sorted order), followed by its count (if that count is more than 1), followed by the second name (in sorted order), followed by its count (if that count is more than 1), and so on.

**Example 1:**

**Input:**

formula = "H2O"

**Output:** "H2O"

**Explanation:**

The count of elements are {'H': 2, 'O': 1}.

**Example 2:**

**Input:**

formula = "Mg(OH)2"

**Output:** "H2MgO2"

**Explanation:**

The count of elements are {'H': 2, 'Mg': 1, 'O': 2}.

**Example 3:**

**Input:**

formula = "K4(ON(SO3)2)2"

**Output:** "K4N2O14S4"

**Explanation:**

The count of elements are {'K': 4, 'N': 2, 'O': 14, 'S': 4}.

**Note:**

 All atom names consist of lowercase letters, except for the first character which is uppercase.

 The length of formula will be in the range [1, 1000].

 formula will only consist of letters, digits, and round parentheses, and is a valid formula as defined in the problem.

**class** Solution {

**public** String countOfAtoms(String formula) {

**int** n = formula.length();

Stack<Map<String, Integer>> stack = **new** Stack<Map<String, Integer>>();

stack.push(**new** TreeMap<String, Integer>());

**for** (**int** i = 0; i < n;) {

**if** (formula.charAt(i) == '(') {

stack.push(**new** TreeMap<String, Integer>());

i++;

} **else** **if** (formula.charAt(i) == ')') {

Map<String, Integer> top = stack.pop();

**int** iStart = i++, multiplicity = 1;

**while** (i < n && Character.*isDigit*(formula.charAt(i)))

i++;

**if** (i > iStart)

multiplicity = Integer

.*parseInt*(formula.substring(iStart + 1, i));

**for** (String c : top.keySet()) {

**int** v = top.get(c);

stack.peek().put(c,

stack.peek().getOrDefault(c, 0) + v \* multiplicity);

}

} **else** {

**int** iStart = i++;

**while** (i < n && Character.*isLowerCase*(formula.charAt(i)))

i++;

String name = formula.substring(iStart, i);

iStart = i;

**while** (i < n && Character.*isDigit*(formula.charAt(i)))

i++;

**int** multiplicity = i > iStart

? Integer.*parseInt*(formula.substring(iStart, i)) : 1;

stack.peek().put(name,

stack.peek().getOrDefault(name, 0) + multiplicity);

}

}

StringBuilder ans = **new** StringBuilder();

**for** (String name : stack.peek().keySet()) {

ans.append(name);

**int** multiplicity = stack.peek().get(name);

**if** (multiplicity > 1)

ans.append(multiplicity);

}

**return** **new** String(ans);

}

}

思路：如果没有括号，则每一个大写开头的字母组都是一个原子，其后如果跟随数值就是它的值。对括号的处理和四则运算类似（栈），只是内部的所有项的数值都要乘括号紧跟的数（如果有）。利用TreeMap对原子排序。

# [Minimum Window Subsequence](https://leetcode.com/problems/minimum-window-subsequence)

Given strings S and T, find the minimum (contiguous) **substring** W of S, so that T is a **subsequence** of W.

If there is no such window in S that covers all characters in T, return the empty string "". If there are multiple such minimum-length windows, return the one with the left-most starting index.

**Example 1:**

**Input:**

S = "abcdebdde", T = "bde"

**Output:** "bcde"

**Explanation:**

"bcde" is the answer because it occurs before "bdde" which has the same length.

"deb" is not a smaller window because the elements of T in the window must occur in order.

**Note:**

 All the strings in the input will only contain lowercase letters.

 The length of S will be in the range [1, 20000].

 The length of T will be in the range [1, 100].

**class** Solution {

String result = "";

**public** String minWindow(String S, String T) {

Map<Character,List<Integer>> indexMap = **new** HashMap<Character,List<Integer>>();

**for**(**int** i = 0;i < S.length(); ++i) {

**char** sc = S.charAt(i);

**if**(T.contains(String.*valueOf*(sc))) {

List<Integer> indexList = indexMap.getOrDefault(sc, **new** ArrayList<Integer>());

indexList.add(i);

indexMap.put(sc, indexList);

}

}

**for**(**char** tc: T.toCharArray()) {

**if**(!indexMap.containsKey(tc))

**return** result;

List<Integer> indexList = indexMap.get(tc);

Collections.*sort*(indexList);

indexMap.put(tc, indexList);

}

List<Integer> lastIndice = indexMap.get(T.charAt(T.length() - 1));

**for**(**int** i = lastIndice.size() - 1; i >=0; --i) {

findPre(indexMap, T.length() - 2, T, lastIndice.get(i), lastIndice.get(i), S);

}

**return** result;

}

**private** **boolean** findPre(Map<Character, List<Integer>> indexMap, **int** j,

String T, **int** index, **int** lastIndex, String S) {

**if**(j == -1) {

**if**(result.length() == 0 || (lastIndex - index + 1 <= result.length())) {

result = S.substring(index, lastIndex + 1);

**return** **true**;

}

**return** **false**;

}

List<Integer> lastIndice = indexMap.get(T.charAt(j));

**for**(**int** i = lastIndice.size() - 1; i >=0; --i) {

**if**(lastIndice.get(i) < index)

**if**(!findPre(indexMap, j - 1, T, lastIndice.get(i), lastIndex, S))

**return** **false**;

}

**return** **false**;

}

}

思路：把在S中出现的所有来自T中的char及其Index全部存入Map，取T中最后一个char的最大的Index（然后取次大），然后向前找倒数第二个char的最大可能（小于最后一个的Index），依次进行直接所有T的字母都都用完，这就是相对最后一个char的局部最优解。再从局部最优中选择全局最优。

# [Self Dividing Numbers](https://leetcode.com/problems/self-dividing-numbers)

A *self-dividing number* is a number that is divisible by every digit it contains.

For example, 128 is a self-dividing number because 128 % 1 == 0, 128 % 2 == 0, and 128 % 8 == 0.

Also, a self-dividing number is not allowed to contain the digit zero.

Given a lower and upper number bound, output a list of every possible self dividing number, including the bounds if possible.

**Example 1:**

**Input:**

left = 1, right = 22

**Output:** [1, 2, 3, 4, 5, 6, 7, 8, 9, 11, 12, 15, 22]

**Note:**

 The boundaries of each input argument are 1 <= left <= right <= 10000.

**class** Solution {

**public** List<Integer> selfDividingNumbers(**int** left, **int** right) {

List<Integer> r = **new** ArrayList<Integer>();

**for** (**int** i = left; i <= right; ++i) {

**if** (*isSelfDNum*(i))

r.add(i);

}

**return** r;

}

**private** **static** **boolean** isSelfDNum(**int** i) {

**int** o = i;

**while** (i > 0) {

**int** c = i % 10;

**if** (c == 0 || o % c != 0)

**return** **false**;

i /= 10;

}

**return** **true**;

}

}

思路：暴力法，判断每个数是不是符合条件的。

# [My Calendar I](https://leetcode.com/problems/my-calendar-i)

Implement a MyCalendar class to store your events. A new event can be added if adding the event will not cause a double booking.

Your class will have the method, book(int start, int end). Formally, this represents a booking on the half open interval [start, end), the range of real numbers x such that start <= x < end.

A *double booking* happens when two events have some non-empty intersection (ie., there is some time that is common to both events.)

For each call to the method MyCalendar.book, return true if the event can be added to the calendar successfully without causing a double booking. Otherwise, return false and do not add the event to the calendar.

Your class will be called like this: MyCalendar cal = new MyCalendar(); MyCalendar.book(start, end)

**Example 1:**

MyCalendar();

MyCalendar.book(10, 20); // returns true

MyCalendar.book(15, 25); // returns false

MyCalendar.book(20, 30); // returns true

**Explanation:**

The first event can be booked. The second can't because time 15 is already booked by another event.

The third event can be booked, as the first event takes every time less than 20, but not including 20.

**Note:**

 The number of calls to MyCalendar.book per test case will be at most 1000.

 In calls to MyCalendar.book(start, end), start and end are integers in the range [0, 10^9].

**class** MyCalendar {

TreeMap<Integer, Integer> tm = **new** TreeMap<>();

**public** **boolean** book(**int** start, **int** end) {

Integer i = tm.lowerKey(end);

**if** (i != **null** && i >= start)

**return** **false**;

i = tm.lowerKey(start);

**if** (i != **null** && tm.get(i) > start)

**return** **false**;

tm.put(start, end);

**return** **true**;

}

}

思路：如果已经订过，则会有重合。用TreeMap排序Start位置，找到小于新会议结束点的第一个Start，看有没有重合。别忘记没有重合时把新会议加入。

# [Count Different Palindromic Subsequences](https://leetcode.com/problems/count-different-palindromic-subsequences)

Given a string S, find the number of different non-empty palindromic subsequences in S, and **return that number modulo 10^9 + 7.**

A subsequence of a string S is obtained by deleting 0 or more characters from S.

A sequence is palindromic if it is equal to the sequence reversed.

Two sequences A\_1, A\_2, ... and B\_1, B\_2, ... are different if there is some i for which A\_i != B\_i.

**Example 1:**

**Input:**

S = 'bccb'

**Output:** 6

**Explanation:**

The 6 different non-empty palindromic subsequences are 'b', 'c', 'bb', 'cc', 'bcb', 'bccb'.

Note that 'bcb' is counted only once, even though it occurs twice.

**Example 2:**

**Input:**

S = 'abcdabcdabcdabcdabcdabcdabcdabcddcbadcbadcbadcbadcbadcbadcbadcba'

**Output:** 104860361

**Explanation:**

There are 3104860382 different non-empty palindromic subsequences, which is 104860361 modulo 10^9 + 7.

**Note:**

 The length of S will be in the range [1, 1000].

 Each character S[i] will be in the set {'a', 'b', 'c', 'd'}.

**class** Solution {

**int** div = 1000000007;

**public** **int** countPalindromicSubsequences(String S) {

TreeSet[] characters = **new** TreeSet[26];

**int** len = S.length();

**for** (**int** i = 0; i < 26; i++)

characters[i] = **new** TreeSet<Integer>();

**for** (**int** i = 0; i < len; ++i) {

**int** c = S.charAt(i) - 'a';

characters[c].add(i);

}

Integer[][] dp = **new** Integer[len + 1][len + 1];

**return** memo(S, characters, dp, 0, len);

}

**public** **int** memo(String S, TreeSet<Integer>[] characters, Integer[][] dp,

**int** start, **int** end) {

**if** (start >= end)

**return** 0;

**if** (dp[start][end] != **null**)

**return** dp[start][end];

**long** ans = 0;

**for** (**int** i = 0; i < 26; i++) {

Integer new\_start = characters[i].ceiling(start);

Integer new\_end = characters[i].lower(end);

**if** (new\_start == **null** || new\_start >= end)

**continue**;

ans++;

**if** (new\_start != new\_end)

ans++;

ans += memo(S, characters, dp, new\_start + 1, new\_end);

}

dp[start][end] = (**int**) (ans % div);

**return** dp[start][end];

}

}