





CODE

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class Solution(object):
  def isIsomorphic(self, s, t):
     :type s: str
     :type t: str
     :rtype: bool
     # Check if the lengths of s and t are equal
     if len(s) != len(t):
        return False
     # Create two dictionaries to store the mappings from s
     # to t and from t to s
     s_{to}t = {}
     t_{o_s} = {}
     # Iterate through each character in s and t
     for i in range(len(s)):
       s_char = s[i]
       t_char = t[i]
        # If s_char already has a mapping in s_to_t and it
        # doesn't map to t char, return False
        if s_char in s_to_t and s_to_t[s_char] != t_char:
          return False
        # If t_char already has a mapping in t_to_s and it
        # doesn't map to s_char, return False
        if t_char in t_to_s and t_to_s[t_char] != s_char:
          return False
        # Add the mappings from s_char to t_char and from t_char
       # to s char
        s_to_t[s_char] = t_char
        t_to_s[t_char] = s_char
     # If we reach here, all characters in s and t have valid
     # mappings and the strings are isomorphic
     return True
#Input: s = "egg", t = "add"
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#Output: true
ob1 = Solution()
print("Leetcode's first case: ", ob1.isIsomorphic(s = "egg", t = "add"))
#Input: s = "foo", t = "bar"
#Output: false
ob1 = Solution()
print("Leetcode's second case: ", ob1.isIsomorphic(s = "foo", t = "bar"))
#Input: s = "paper", t = "title"
#Output: true
ob1 = Solution()
print("Leetcode's third case: ", ob1.isIsomorphic(s = "paper", t = "title"))
```