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Kanuru, 520001



ADVANCE PROGRAMMING LAB - III

Code: 20IT6353

WEEK-1

Aim: Implement and validate the Stack Sequences.

Program:

```
class Solution:
    def validateStackSequences(self, pushed: List[int], popped: List[int]) -> bool:
        stack=[]
    for i in pushed:
        stack.append(i)
        while stack and popped and stack[-1] == popped[0]: # stack top
        stack.pop()
        popped.pop(0)
    return not stack
```

Output:

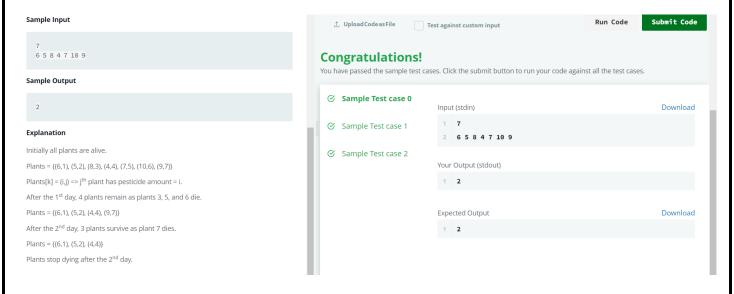


Aim : There are a number of plants in a garden. Each of the plants has been treated with some amount of pesticide. After each day, if any plant has more pesticide than the plant on its left, being weaker than the left one, it dies.

You are given the initial values of the pesticide in each of the plants. Determine the number of days after which no plant dies, i.e. the time after which there is no plant with more pesticide content than the plant to its left.

```
import math
import os
import random
import re
import sys
def poisonousPlants(p):
  stack = []
  max days = 0
  for i in range(len(p)-1, -1, -1):
    kills = 0
    while (len(stack) > 0) and stack[-1][0] > p[i]:
      kills = max(kills + 1, stack.pop()[1])
    max days = max(max days, kills)
    stack.append((p[i], kills))
  return max days
if __name__ == '__main__':
  fptr = open(os.environ['OUTPUT PATH'], 'w')
```

```
n = int(input().strip())
p = list(map(int, input().rstrip().split()))
result = poisonousPlants(p)
fptr.write(str(result) + '\n')
fptr.close()
```



Week - 2

Aim: implement Stacks using Queues.

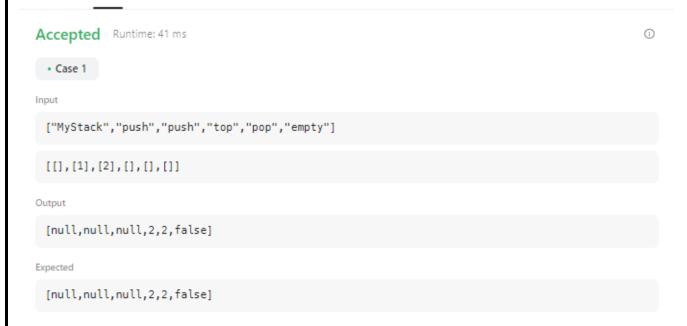
```
Program:
```

```
from collections import deque
 class MyStack:
  def __init__(self):
    self.queue1 = deque()
    self.queue2 = deque()
  def push(self, x: int) -> None:
    self.queue1.append(x)
  def pop(self) -> int:
    while len(self.queue1) > 1:
      self.queue2.append(self.queue1.popleft())
    item = self.queue1.popleft()
    self.queue1, self.queue2 = self.queue2, self.queue1
    return item
  def top(self) -> int:
    while len(self.queue1) > 1:
      self.queue2.append(self.queue1.popleft())
    item = self.queue1.popleft()
    self.queue2.append(item)
    self.queue1, self.queue2 = self.queue2, self.queue1
    return item
```

```
def empty(self) -> bool:
```

return len(self.queue1) == 0

Output:



Aim: Implement Circular Queue using OOPS Concepts.

```
Program:
class MyCircularQueue:
  def init (self, k: int):
    self.queue = [None] * k
    self.head = 0
    self.tail = 0
    self.size = 0
    self.capacity = k
  def enQueue(self, value: int) -> bool:
    if self.isFull():
       return False
    self.queue[self.tail] = value
    self.tail = (self.tail + 1) % self.capacity
    self.size += 1
    return True
  def deQueue(self) -> bool:
    if self.isEmpty():
       return False
    self.head = (self.head + 1) % self.capacity
    self.size -= 1
    return True
  def Front(self) -> int:
    if self.isEmpty():
```

```
return -1
return self.queue[self.head]

def Rear(self) -> int:
    if self.isEmpty():
        return -1
    return self.queue[(self.tail - 1 + self.capacity) % self.capacity]

def isEmpty(self) -> bool:
    return self.size == 0

def isFull(self) -> bool:
    return self.size == self.capacity
```

```
Accepted Runtime: 56 ms

Case 1

Input

["MyCircularQueue", "enQueue", "enQueue", "enQueue", "Rear", "isFull", "deQueue", "enQueue", "Rear"]

[[3],[1],[2],[3],[4],[],[],[4],[]]

Output

[null,true,true,true,false,3,true,true,true,4]

Expected

[null,true,true,true,false,3,true,true,true,4]
```

WEEK - 3

Aim : Given pointers to the head nodes of linked lists that merge together at some point, find the node where the two lists merge. The merge point is where both lists point to the same node, i.e. they reference the same memory location. It is guaranteed that the two head nodes will be different, and neither will be NULL. If the lists share a common node, return that node's data value.

Note: After the merge point, both lists will share the same node pointers.

Example:

In the diagram below, the two lists converge at Node x:

Program:

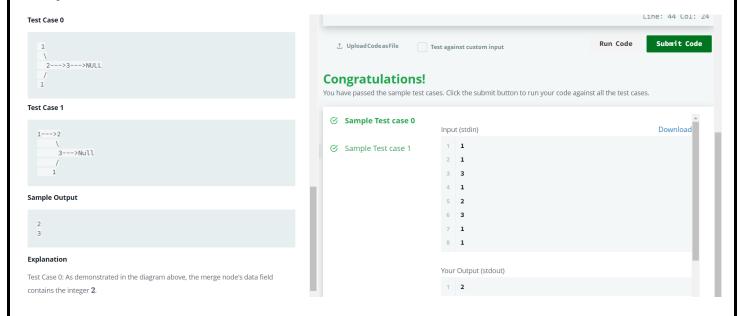
```
import math
import os
import random
import re
import sys
class SinglyLinkedListNode:
    def __init__(self, node_data):
    self.data = node_data
```

self.next = None

```
class SinglyLinkedList:
  def __init__(self):
    self.head = None
    self.tail = None
  definsert node(self, node data):
    node = SinglyLinkedListNode(node_data)
    if not self.head:
      self.head = node
    else:
      self.tail.next = node
    self.tail = node
def print_singly_linked_list(node, sep, fptr):
  while node:
    fptr.write(str(node.data))
    node = node.next
    if node:
      fptr.write(sep)
def findMergeNode(head1, head2):
  li=[]
  while head1:
    li.append(head1)
    head1=head1.next
  temp=head2
  while head2:
    if head2 in li:
```

```
return head2.data
    head2=head2.next
if __name__ == '__main__':
  fptr = open(os.environ['OUTPUT_PATH'], 'w')
  tests = int(input())
  for tests itr in range(tests):
    index = int(input())
    llist1 count = int(input())
    llist1 = SinglyLinkedList()
    for in range(llist1 count):
       llist1 item = int(input())
       llist1.insert_node(llist1_item)
    Ilist2 count = int(input())
    Ilist2 = SinglyLinkedList()
    for _ in range(llist2_count):
       llist2_item = int(input())
       llist2.insert_node(llist2_item)
    ptr1 = llist1.head;
    ptr2 = llist2.head;
    for i in range(llist1 count):
       if i < index:
         ptr1 = ptr1.next
    for i in range(llist2_count):
       if i != llist2 count-1:
         ptr2 = ptr2.next
```

```
ptr2.next = ptr1
result = findMergeNode(llist1.head, llist2.head)
fptr.write(str(result) + '\n')
fptr.close()
```



Aim : Given pointers to the heads of two sorted linked lists, merge them into a single, sorted linked list. Either head pointer may be null meaning that the corresponding list is empty.

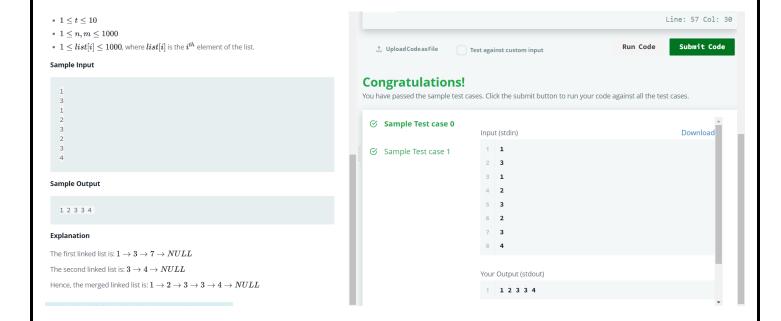
Example

```
headA refers to 1	o 3	o 7	o NULL headB refers to 1	o 2	o NULL The new list is 1	o 1	o 2	o 3	o 7	o NULL
```

```
import math
import os
import random
import re
import sys
class SinglyLinkedListNode:
  def init (self, node data):
    self.data = node data
    self.next = None
class SinglyLinkedList:
  def __init__(self):
    self.head = None
    self.tail = None
  definsert node(self, node data):
    node = SinglyLinkedListNode(node data)
```

```
if not self.head:
      self.head = node
    else:
      self.tail.next = node
    self.tail = node
def print_singly_linked_list(node, sep, fptr):
  while node:
    fptr.write(str(node.data))
    node = node.next
    if node:
      fptr.write(sep)
def mergeLists(head1, head2):
  li=[]
  temp1=head1
  temp2=head2
  while temp1 is not None:
    li.append(temp1.data)
    temp1=temp1.next
  while temp2 is not None:
    li.append(temp2.data)
    temp2=temp2.next
  li.sort()
  II=SinglyLinkedList()
  for i in range(0,len(li)):
    II.insert_node(li[i])
```

```
return II.head
if __name__ == '__main__':
  fptr = open(os.environ['OUTPUT_PATH'], 'w')
  tests = int(input())
  for tests_itr in range(tests):
    llist1 count = int(input())
    llist1 = SinglyLinkedList()
    for _ in range(llist1_count):
       llist1_item = int(input())
       llist1.insert_node(llist1_item)
    llist2 count = int(input())
    Ilist2 = SinglyLinkedList()
    for _ in range(llist2_count):
       llist2 item = int(input())
       llist2.insert node(llist2 item)
    llist3 = mergeLists(llist1.head, llist2.head)
    print_singly_linked_list(llist3, ' ', fptr)
    fptr.write('\n')
  fptr.close()
```



WEEK-4

Aim: Given the pointer to the head node of a doubly linked list, reverse the order of the nodes in place. That is, change the *next* and *prev* pointers of the nodes so that the direction of the list is reversed. Return a reference to the head node of the reversed list.

Note: The head node might be NULL to indicate that the list is empty.

Function Description:

Complete the reverse function in the editor below.

reverse has the following parameter(s):

DoublyLinkedListNode head: a reference to the head of a DoublyLinkedList

Returns

- DoublyLinkedListNode: a reference to the head of the reversed list

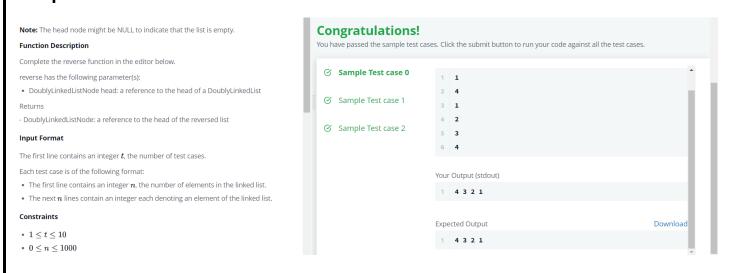
Program: import math import os import random import re import sys class DoublyLinkedListNode: def __init__(self, node_data): self.data = node_data self.next = None self.prev = None class DoublyLinkedList:

def init (self):

```
self.head = None
    self.tail = None
  def insert_node(self, node_data):
    node = DoublyLinkedListNode(node_data)
    if not self.head:
       self.head = node
    else:
       self.tail.next = node
       node.prev = self.tail
    self.tail = node
def print doubly linked list(node, sep, fptr):
  while node:
    fptr.write(str(node.data))
    node = node.next
    if node:
      fptr.write(sep)
def reverse(llist):
  # Write your code here
  head = llist
  while llist:
    curr = llist.prev
    llist.prev = llist.next
    llist.next = curr
    head = llist
    llist = llist.prev
```

```
return head

if __name__ == '__main__':
    fptr = open(os.environ['OUTPUT_PATH'], 'w')
    t = int(input())
    for t_itr in range(t):
        Ilist_count = int(input())
        Ilist = DoublyLinkedList()
        for _ in range(llist_count):
        Ilist_item = int(input())
        Ilist_insert_node(llist_item)
        Ilist1 = reverse(llist.head)
        print_doubly_linked_list(llist1, '', fptr)
        fptr.write('\n')
        fptr.close()
```



Aim : You have a browser of one tab where you start on the homepage and you can visit another url, get back in the history number of steps or move forward in the history number of steps.

Implement the BrowserHistory class:

BrowserHistory(string homepage) Initializes the object with the homepage of the browser.

void visit(string url) Visits url from the current page. It clears up all the forward history.

string back(int steps) Move steps back in history. If you can only return x steps in the history and steps > x, you will return only x steps. Return the current url after moving back in history at most steps.

string forward(int steps) Move steps forward in history. If you can only forward x steps in the history and steps > x, you will forward only x steps. Return the current url after forwarding in history at most steps.

```
class BrowserHistory:
    def __init__(self, homepage: str):
        self.history = [homepage]
        self.current = 0
    def visit(self, url: str) -> None:
        self.history = self.history[:self.current+1] + [url]
        self.current += 1
    def back(self, steps: int) -> str:
        self.current = max(0, self.current - steps)
        return self.history[self.current]
```

```
def forward(self, steps: int) -> str:
    self.current = min(len(self.history)-1, self.current + steps)
    return self.history[self.current]
# Your BrowserHistory object will be instantiated and called as such:
# obj = BrowserHistory(homepage)
# obj.visit(url)
# param_2 = obj.back(steps)
# param_3 = obj.forward(steps)
```



WEEK - 5

Aim: Implement Symmentric Tree

```
Program:
class Solution:
 def isSymmetric(self, root):
  if root is None:
   return True
  else:
   return self.isMirror(root.left, root.right)
 def isMirror(self, left, right):
  if left is None and right is None:
   return True
  if left is None or right is None:
   return False
  if left.val == right.val:
   outPair = self.isMirror(left.left, right.right)
   inPiar = self.isMirror(left.right, right.left)
   return outPair and inPiar
  else:
   return False
```



Aim : Given the root of a binary tree, determine if it is a valid binary search tree (BST).

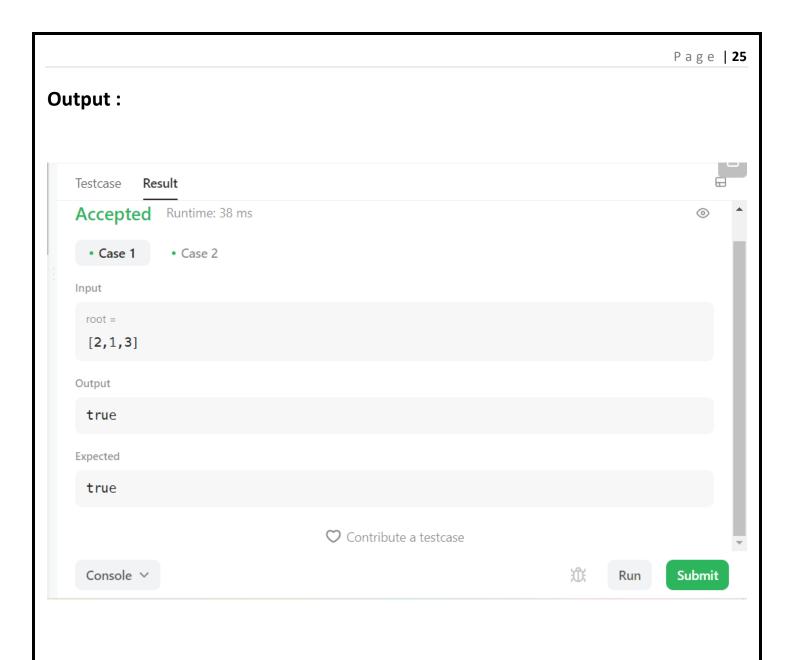
A valid BST is defined as follows:

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.

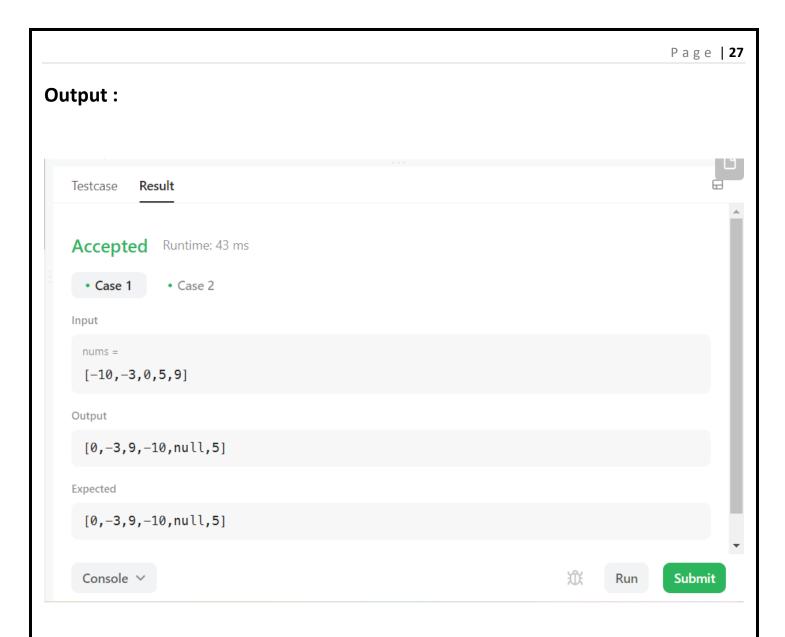
```
class Solution:
    def isValidBST(self, root: Optional[TreeNode]) -> bool:
        low, high = float("-inf"), float("inf")
        def isValidbst(root, low, high):
        if not root:
            return True
        if root.val <= high and root.val >= low:
            left_sub_tree = isValidbst(root.left, low, root.val - 1)
            right_sub_tree = isValidbst(root.right, root.val + 1, high)
            return left_sub_tree and right_sub_tree
        else:
            return False
        return isValidbst(root, low, high)
```



WEEK-6

Aim: Given an integer array nums where the elements are sorted in ascending order, convert it to a height-balanced binary search tree.

```
# Definition for a binary tree node.
# class TreeNode:
    def init (self, val=0, left=None, right=None):
      self.val = val
#
      self.left = left
      self.right = right
#
class Solution:
  def sortedArrayToBST(self, nums: List[int]) -> Optional[TreeNode]:
    total nums = len(nums)
    if not total nums:
      return None
    mid_node = total_nums // 2
    return TreeNode(
      nums[mid_node],
      self.sortedArrayToBST(nums[:mid node]),
self.sortedArrayToBST(nums[mid node + 1 :])
    )
```



Aim: You are given two binary trees root1 and root2.

Imagine that when you put one of them to cover the other, some nodes of the two trees are overlapped while the others are not. You need to merge the two trees into a new binary tree. The merge rule is that if two nodes overlap, then sum node values up as the new value of the merged node. Otherwise, the NOT null node will be used as the node of the new tree.

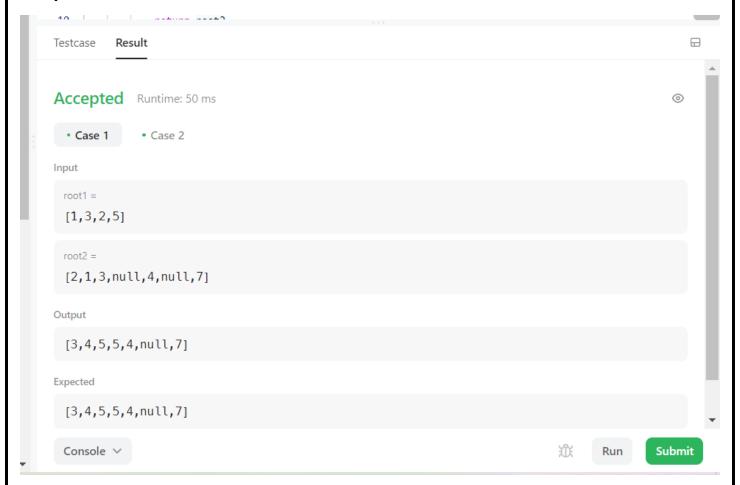
Return the merged tree.

Note: The merging process must start from the root nodes of both trees.

```
Program:
#Definition for a binary tree node.
class TreeNode:
  def init (self, val=0, left=None, right=None):
    self.val = val
    self.left = left
    self.right = right
class Solution:
  def mergeTrees(self, root1: TreeNode, root2: TreeNode) -> TreeNode:
    if not root1:
       return root2
    if not root2:
       return root1
    # merge the nodes that are overlapped
    root1.val += root2.val
    root1.left = self.mergeTrees(root1.left, root2.left)
```

root1.right = self.mergeTrees(root1.right, root2.right)
return root1

Output:



WEEK - 7

Aim: You are given an array of variable pairs equations and an array of real numbers values, where equations[i] = [Ai, Bi] and values[i] represent the equation Ai / Bi = values[i]. Each Ai or Bi is a string that represents a single variable.

You are also given some queries, where queries[j] = [Cj, Dj] represents the jth query where you must find the answer for Cj / Dj = ?.

Return the answers to all queries. If a single answer cannot be determined, return -1.0.

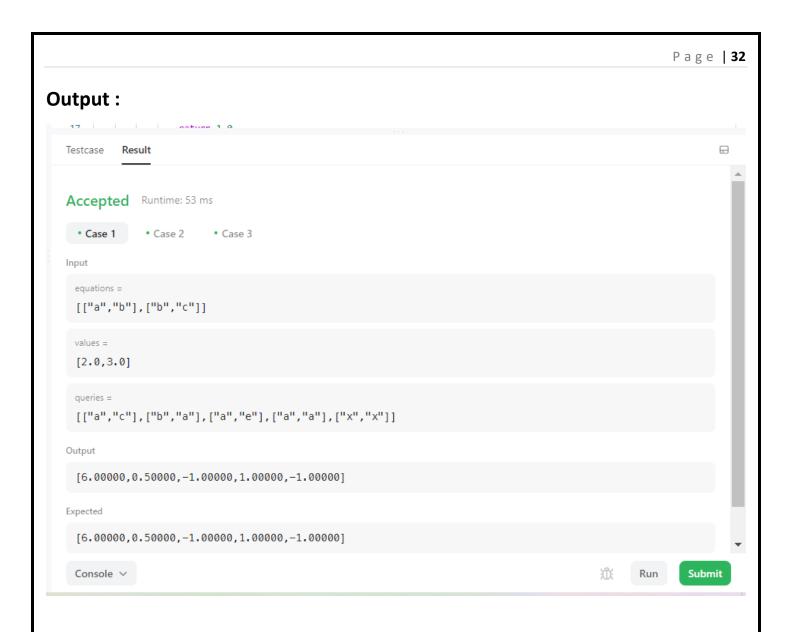
Note: The input is always valid. You may assume that evaluating the queries will not result in division by zero and that there is no contradiction.

Program:

```
class Solution:
    def calcEquation(self, equations: List[List[str]], values: List[float], queries:
List[List[str]]) -> List[float]:
    # Build the graph
    graph = defaultdict(dict)
    for i in range(len(equations)):
        u, v = equations[i]
        graph[u][v] = values[i]
        graph[v][u] = 1 / values[i]
    # Helper function to perform DFS and find the path value
    def dfs(start, end, visited):
        # If we have already visited this node or it doesn't exist in the graph,
return -1.0
```

if start in visited or start not in graph:

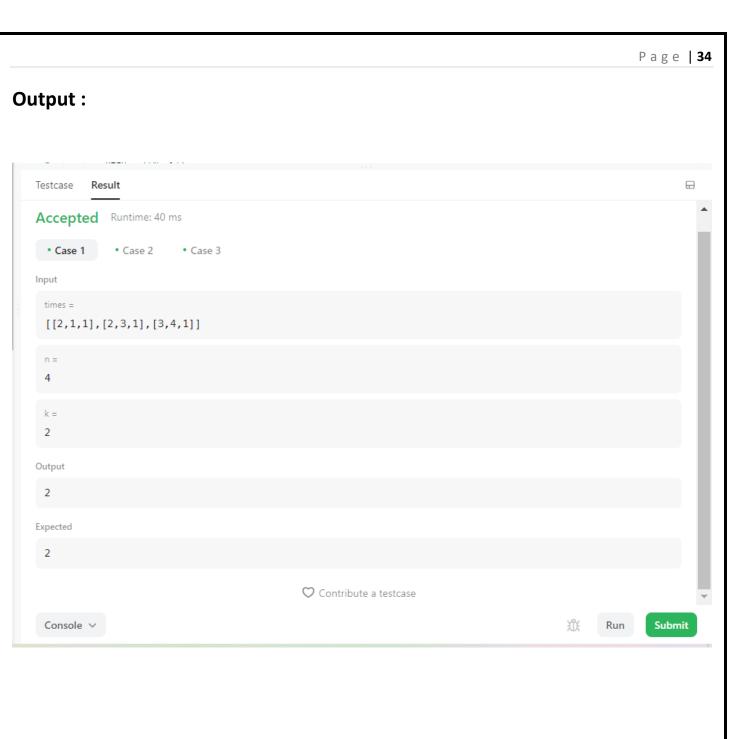
```
return -1.0
      # If we have reached the end node, return the path value
      if start == end:
         return 1.0
      # Mark the current node as visited
      visited.add(start)
      # Traverse the neighbors and find the path value recursively
      for neighbor, value in graph[start].items():
         path value = dfs(neighbor, end, visited)
         # If we have found a valid path, return the product of the current value
and path value
         if path value != -1.0:
           return value * path value
      # If we haven't found a valid path, return -1.0
      return -1.0
    # Calculate the answer for each query
    result = []
    for query in queries:
      start, end = query
      # Perform DFS to find the path value
      result.append(dfs(start, end, set()))
    return result
```



Aim : You are given a network of n nodes, labeled from 1 to n. You are also given times, a list of travel times as directed edges times[i] = (ui, vi, wi), where ui is the source node, vi is the target node, and wi is the time it takes for a signal to travel from source to target.

We will send a signal from a given node k. Return the minimum time it takes for all the n nodes to receive the signal. If it is impossible for all the n nodes to receive the signal, return -1.

```
class Solution:
  def networkDelayTime(self, times: List[List[int]], n: int, k: int) -> int:
    adj list = defaultdict(list)
    for x,y,w in times:
      adj list[x].append((w, y))
    visited=set()
    heap = [(0, k)]
    while heap:
      travel time, node = heapq.heappop(heap)
      visited.add(node)
      if len(visited)==n:
         return travel_time
      for time, adjacent node in adj list[node]:
         if adjacent node not in visited:
           heapq.heappush(heap, (travel time+time, adjacent node))
    return -1
```



WEEK - 8

Aim : Kitty has a tree,T , consisting of n nodes where each node is uniquely labeled from 1 to n. Her friend Alex gave her q sets, where each set contains k distinct nodes. Kitty needs to calculate the following expression on each set:

$$\bigg(\sum_{\{u,v\}} u \cdot v \cdot dist(u,v)\bigg) \bmod (10^9 + 7)$$

```
import networkx as nx
from itertools import combinations
import matplotlib.pyplot as plt
def dist(u,v):
 #print("Distance Nodes : " , int(sp[u][v]))
 duv = sp[u][v]
 return duv
def product tuple(x):
 prodt = 1
 for i in range(len(x)):
  prodt *=x[i]
 return prodt
def kitty_formula(combi):
 res = 1
 for k in range(len(combi)):
  dtup = combi[k]
  temp = product tuple(dtup) * dist(dtup[0], dtup[1])
```

```
res = res + temp
 print("\n\nFinal Result : ", res-1)
# inputs taking
nodes, queries = map(int, input("Enter Nodes And Queries : ").split())
#print(nodes, queries)
edges = []
for i in range(nodes-1):
 edge = list(map(int, input("Enter intial and final nodes: ").split()))
 #print("edge entered is : ", edge)
 edges.append(edge)
print("All Edge List : ", edges)
for i in range(queries):
 lq = int(input("Enter length of the query set : "))
 q1 = list(map(int, input("Enter a pair : ").split()[:|q]))
 #print("q1:", q1)
 if len(q1) == 1:
  # calculation Start
  print("Final result : ", 0)
 else:
  # calculation Start
  combi = list(combinations(q1, 2))
  G = nx.Graph()
  G.add_nodes_from([h for h in range(1, nodes+1)])
  G.add edges from(edges)
  sp = dict(nx.all pairs shortest path length(G))
```

```
kitty_formula(combi)
nx.draw(G, with_labels=True)
plt.show()
```

Enter Nodes And Queries: 73

Enter intial and final nodes: 12

Enter intial and final nodes: 13

Enter intial and final nodes: 14

Enter intial and final nodes: 35

Enter intial and final nodes: 36

Enter intial and final nodes: 37

All Edge List: [[1, 2], [1, 3], [1, 4], [3, 5], [3, 6], [3, 7]]

Enter length of the query set: 2

Enter a pair: 24

Final Result: 16

Enter length of the query set: 1

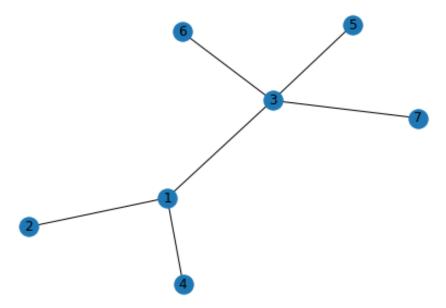
Enter a pair : 5

Final result: 0

Enter length of the query set: 3

Enter a pair: 2 4 5

Final Result: 106



Aim: Implement Emergence Of Connectivity Problem Using Networkx module.

```
Program:
import networkx as nx
import matplotlib.pyplot as plt
import random
import numpy as np
# Add n number of nodes in the graph and return it.
def add nodes(n):
  G = nx.Graph()
  G.add nodes from(range(n))
  return G
# add one random edge
def add random edge(G):
  v1 = random.choice(list(G.nodes()))
  v2 = random.choice(list(G.nodes()))
  if v1 != v2:
    G.add edge(v1,v2)
  return G
# it add random edges in graph until it becomes connected
def add till connectivity(G):
  while nx.is_connected(G) == False:
    G = add_random_edge(G)
  return G
# creates an instance od entire process. it takes as input number of nodes and
```

```
# returns the number of edges for connectivity.
def create instance(n):
  G = add_nodes(n)
  G = add till connectivity(G)
  return G.number of edges()
# Average it over 100 instances
def create_avg_instance(n):
  list1 = []
  for i in range(0,100):
    list1.append(create instance(n))
  return np.average(list1)
# plot the desired for different number of edges
def plot connectivity():
  x = []
  y = []
  i = 10 # it tells no of nodes
  while i <= 100:
    x.append(i)
    y.append(create avg instance(i))
    i = i + 10
  plt.xlabel("Number of Nodes")
  plt.ylabel("Number of edges required to connect the graph")
  plt.title("Emergence of Connectivity")
  plt.plot(x,y)
```

```
x1 = []
  y1 = []
  i1 = 10
  while i1 <= 100:
    x1.append(i1)
    y1.append(i1*np.log(i1))
    # y1.append(i1*float(np.log(i1))//2)
    i1 = i1 + 10
  plt.plot(x1, y1)
  plt.show()
g = add_nodes(10)
print("No of nodes : ", g.number_of_nodes())
print("Connected or not : ", nx.is connected(g))
g1 = add_random_edge(g)
print("new edge added : ", g1.edges())
g2 = add_till_connectivity(g1)
print("Total edges in a g2 : ", g2.edges())
print("Total no of edges : ", g2.number of edges())
print("Connected or not : ", nx.is_connected(g2))
d = create instance(10)
print("No of edges required for connectivity : ", d)
plot_connectivity()
```

No of nodes: 10

Connected or not: False

new edge added: [(2, 9)]

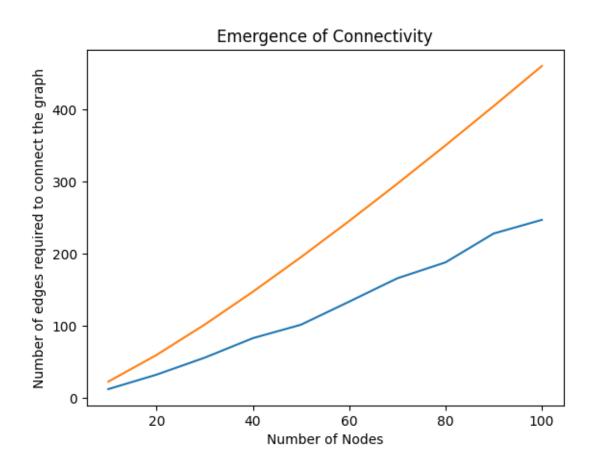
Total edges in a g2 : [(0, 8), (0, 6), (1, 9), (1, 7), (2, 9), (3, 9), (3, 4), (3, 7), (3, 5),

(5, 6)

Total no of edges: 10

Connected or not: True

No of edges required for connectivity: 13



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

Example 1:

```
Input: n = 3
```

Output: ["((()))","(()())","(()())","()(())","()(())"]

Example 2:

Input: n = 1

Output: ["()"]

Program:

class Solution:

def generateParenthesis(self, n: int) -> List[str]:

Memo to store the already visited combinaison of the rest of parentheses to open (named r for rest) and already opened parentheses (named o for opened)

```
memo = [[[] for _ in range(n + 1)] for _ in range(n + 1)]
# Base value
memo[0][0] = ["", ]
memo[0][1] = [")",]
memo[1][0] = ["()",]
def f(r, o): # r rest o opened
  if memo[r][o]:
    return memo[r][o]
```

if o == 0: # if there is no resting parentheses, then close the ones already openend

```
memo[r][o] = ["("+e for e in f(r-1, o+1)]
elif r == 0: # if there is no opened parentheses, then open one
memo[r][o] = [")"+e for e in f(r, o-1)]
```

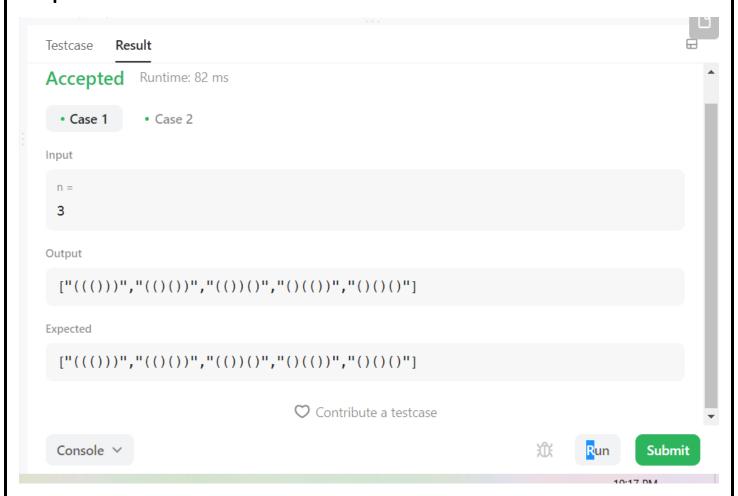
else: # If there is opened and resting combinaison, then it is the combinaison of two

```
memo[r][o] = ["("+e for e in f(r-1, o+1)] + [")"+e for e in f(r, o-1)]

return memo[r][o]

return f(n, 0)
```

Output:



Aim : There is a robot on an m x n grid. The robot is initially located at the top-left corner (i.e., grid[0][0]). The robot tries to move to the bottom-right corner (i.e., grid[m - 1][n - 1]). The robot can only move either down or right at any point in time.

Given the two integers m and n, return the number of possible unique paths that the robot can take to reach the bottom-right corner.

The test cases are generated so that the answer will be less than or equal to 2 * 109.

Example:

```
Input: m = 3, n = 2
```

Output: 3

Explanation: From the top-left corner, there are a total of 3 ways to reach the bottom-right corner:

- 1. Right -> Down -> Down
- 2. Down -> Down -> Right
- 3. Down -> Right -> Down

Program:

```
class Solution:
```

```
return memo[x][y+1]

elif y==n:

if memo[x+1][y]==0:

memo[x+1][y]=db(x+1,y)

return memo[x+1][y]

else:

if memo[x][y+1]==0:

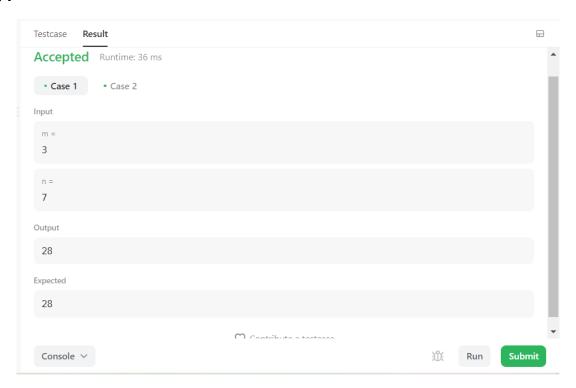
memo[x][y+1]=db(x,y+1)

if memo[x+1][y]==0:

memo[x+1][y]=db(x+1,y)

return memo[x][y+1]+memo[x+1][y]

return db(1,1)
```



Aim: Implement 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.

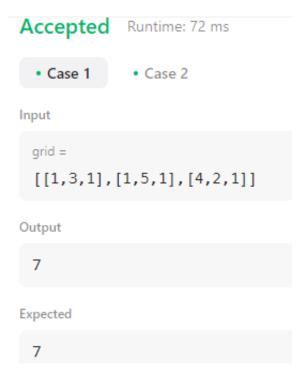
1	3	1
1	5	1
4	2	1

Input: grid = [[1,3,1],[1,5,1],[4,2,1]]
Output: 7

Program:

```
class Solution:
```

```
def minPathSum(self, grid: List[List[int]]) -> int:
    m, n = len(grid), len(grid[0])
    for i in range(1, m):
        grid[i][0] += grid[i-1][0]
    for i in range(1, n):
        grid[0][i] += grid[0][i-1]
    for i in range(1, m):
        for j in range(1, n):
        grid[i][j] += min(grid[i-1][j], grid[i][j-1])
```



Aim: Implement Counting Bits.

Given an integer n, return an array ans of length n + 1 such that for each i (0 <= i <= n), ans[i] is the number of 1's in the binary representation of i.

Program:

```
class Solution
{
  public int[] countBits(int n)
  {
    int[] a = new int[n+1];
    a[0]=0;
    if(n>0){a[1]=1;}
    if(n>1){
       int sum=2;
       for (int i =2;1<2;i*=2){
         for (int j=0; j< i; j++){
            a[i+j]=a[j]+1;
              sum++;
            if(sum==n+1){
              break;
         }
         if(sum==n+1){
            break;
         }
```

```
}
return a;
}
```

```
Accepted Runtime: 0 ms

• Case 1
• Case 2

Input

n = 2

Output

[0,1,1]

Expected

[0,1,1]
```

Aim: Implement Regular Expression Matching.

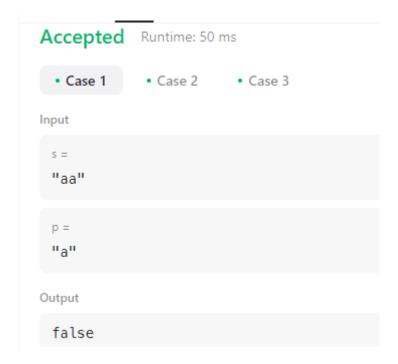
Given an input string s and a pattern p, implement regular expression matching with support for '.' and '*' where:

- '.' Matches any single character.
- '*' Matches zero or more of the preceding element.

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

Program;

```
class Solution:
  @lru_cache()
  def isMatch(self, s: str, p: str) -> bool:
    if not p: return not s
    x = bool(s) and p[0] in {'.',s[0]}
    if len(p) >= 2 and p[1] == '*':
       return self.isMatch(s,p[2:]) or (x and self.isMatch(s[1:],p))
    else:
       return x and self.isMatch(s[1:],p[1:])
```



Aim: Implement Program to Detect HTML Links in given input.

Program : import re for i in range(int(input().strip())): data = input().strip() matches = re.findall(r'[^<]*(?:[^<]<\w+>)*([^<]*?)(?:<\v\\w+>)*<\v\a>', data) if matches: for m in matches:

print("{0},{1}".format(m[0].strip(), m[1].strip()))

Output:



Aim: Building a Smart IDE: Programming Language Detection

We are trying to hack together a smart programming IDE. Help us build a feature which auto-detects the programming language, given the source code. There are only three languages which we are interested in "auto-detecting": Java, C and Python.

```
Program:
import re
from sys import stdin
java = r'public class | java \.io'
c = r'#include'
code = ".join(stdin.read())
if re.search(java, code):
  print('Java')
elif re.search(c, code):
  print('C')
else:
  print('Python')
```

Congratulations!

You have passed the sample test cases. Click the submit button to run your code against all the test cases.

```
Sample Test case 0
Input (stdin)

Download

Sample Test case 1

# let us create a test string

Sample Test case 2

**Sample Test case 2

**Test case 2

**Test case 3

**Test case 2

**Test case 3

**Test case 3

**Test case 4

**Test case 6

**Test case 6

**Test case 7

**Test case 7

**Test case 7

**Test case 6

**Test case 7

**Test case 7
```

Download

Aim:: Implement Program to Detect Domain names.

Program:

import re

txt='\n'.join([input() for _ in range(int(input()))])

print(*sorted(set(re.findall(r'https?://($?:ww(?:w|2)\.$)?([\w\.\-]*\.[a-zA-Z]+)',txt,re.DOTALL))),sep=';')

Output:

Congratulations!

You have passed the sample test cases. Click the submit button to run your code against all the test cases.

⊗ Sample Test case 0

Input (stdin)

- 1 1027
- 2 <!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
 "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
- 3 <html xmlns="http://www.w3.org/1999/xhtml" lang="en">
- 4 <head>
- 5 <meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
- 6 <meta name="format-detection" content="telephone=no" />
- 7 <title>Rediff.com India, Business, Stock, Sports, Cricket, Ent ertainment, Bollywood, Music, Video and Breaking news, Rediffmai l NG, Shopping</title>
- 8 <meta name="keywords" content="India news, India breaking news, Hindi songs, new songs, listen to music, Live cricket score, spo rts, Stock market, share value, finance, free mail, web email fr