41. First Missing Positive

```
class Solution:
    def firstMissingPositive(self, nums: List[int]) -> int:
        nums set = set(nums)
        i = 1
        while i in nums set:
            i += 1
        return i
class Solution:
    def firstMissingPositive(self, nums: List[int]) -> int:
        if not nums:
            return 1
        n = len(nums)
        for i in range(n):
            while 1<=nums[i]<=n and nums[nums[i]-1]!=nums[i]:</pre>
                nums[nums[i]-1], nums[i] = nums[i], nums[nums[i]-1]
        for i in range(n):
            if nums[i]!=i+1:
                return i+1
        return n+1
```

42. Trapping Rain Water

```
1 = 1+1
            else:
                if height[r]>=rMax:
                    rMax = height[r]
                    trapedWater+=rMax-height[r]
                r = r-1
        return trapedWater
43. Multiply Strings
class Solution:
    def multiply(self, num1: str, num2: str) -> str:
        def str2int(s):
            res = 0
            for n in s:
                 res = res*10 + ord(n) - ord('0')
            return res
        val1 = str2int(num1)
        val2 = str2int(num2)
        ans = str(val1*val2)
        return ans
55. Jump Game
class Solution:
    def canJump(self, nums: List[int]) -> bool:
        goal = len(nums) - 1
        for i in range (len (nums) -1, -1, -1):
             if i+nums[i]>=goal:
                 goal = i
        return goal == 0
45. Jump Game II
class Solution:
    def jump(self, nums: List[int]) -> int:
        1 = 0
```

```
r = 0
        count = 0
        while r<len(nums)-1:
             farthest = 0
             for i in range(1, r+1):
                 farthest = max(farthest, nums[i]+i)
             1 = r+1
             r = farthest
             count = count+1
        return count
46. Permutations
class Solution:
    def permute(self, nums: List[int]) -> List[List[int]]:
        res = []
        def backtrack(nums, path):
            if not nums:
                res.append(path)
                return
            for i in range(len(nums)):
                backtrack(nums[:i]+nums[i+1:], path+[nums[i]])
        backtrack(nums,[])
        return res
47. Permutations II
class Solution:
    def permuteUnique(self, nums: List[int]) -> List[List[int]]:
        res = []
        nums.sort()
        def backtrack(nums, path):
            if not nums:
                res.append(path)
                return
            for i in range(len(nums)):
                if i>0 and nums[i] == nums[i-1]:
                    continue
                backtrack(nums[:i]+nums[i+1:], path+[nums[i]])
        backtrack(nums, [])
        return res
```

48. Rotate Image

```
class Solution:
    def rotate(self, matrix: List[List[int]]) -> None:
        Do not return anything, modify matrix in-place instead.
        1 = 0
        r = len(matrix) - 1
        while l<r:</pre>
            matrix[l], matrix[r] = matrix[r], matrix[l]
            1 = 1+1
            r = r-1
        for i in range(len(matrix)):
            for j in range(i):
                matrix[i][j], matrix[j][i] = matrix[j][i],
matrix[i][j]
49. Group Anagrams
class Solution:
    def groupAnagrams(self, strs: List[str]) -> List[List[str]]:
        from collections import defaultdict
        group anagrams = defaultdict(list)
        for word in strs:
            key = ''.join(sorted(word))
            group anagrams[key].append(word)
        return list(group anagrams.values())
50. Pow(x, n)
class Solution:
    def myPow(self, x: float, n: int) -> float:
        if n==0:
            return 1
        if n<0:
            x = 1/x
            n = -n
        if n%2==0:
            return self.myPow(x*x, n//2)
        else:
            return x*self.myPow(x*x, n//2)
```

53. Maximum Subarray

```
class Solution:
    def maxSubArray(self, nums: List[int]) -> int:
        maxSum = nums[0]
        currentSum = 0
        for n in nums:
            currentSum+=n
            maxSum = max(maxSum, currentSum)
            if currentSum<0:
                currentSum = 0
        return maxSum
54. Spiral Matrix
```

```
class Solution:
    def spiralOrder(self, matrix: List[List[int]]) -> List[int]:
        1 = 0
        r = len(matrix[0])
        top = 0
        bottom = len(matrix)
        res = []
        while l<r and top<bottom:</pre>
            for i in range(l,r):
                 res.append(matrix[top][i])
            top = top+1
            for i in range(top, bottom):
                 res.append(matrix[i][r-1])
            r = r-1
            if not (l<r and top<bottom):</pre>
                 break
            for i in range (r-1, l-1, -1):
                 res.append(matrix[bottom-1][i])
            bottom = bottom-1
            for i in range (bottom-1, top-1,-1):
                 res.append(matrix[i][l])
            1 = 1+1
        return res
```

56. Merge Intervals

57. Insert Interval

```
class Solution:
    def insert(self, intervals: List[List[int]], newInterval:
List[int]) -> List[List[int]]:
        intervals.append(newInterval)
        intervals.sort()
        merged = []
        for n in intervals:
            if not merged or merged[-1][-1]<n[0]:</pre>
                merged.append(n)
            else:
                merged[-1][-1] = max(merged[-1][-1], n[1])
        return merged
class Solution:
    def insert(self, intervals: List[List[int]], newInterval:
List[int]) -> List[List[int]]:
        i = 0
        while (i<len(intervals) and intervals[i][0]<newInterval[0]):
            i = i+1
        intervals.insert(i, newInterval)
        print(intervals)
```

```
merged = []
for n in intervals:
    if not merged or merged[-1][-1]<n[0]:
        merged.append(n)
    else:
        merged[-1][-1] = max(merged[-1][-1], n[1])
return merged</pre>
```

58. Length of Last Word

```
class Solution:
    def lengthOfLastWord(self, s: str) -> int:
        m = s.strip().split()
        return len(m[-1])
```

59. Spiral Matrix II

```
class Solution:
    def generateMatrix(self, n: int) -> List[List[int]]:
        matrics = [[0]*n for _ in range(n)]
        1=0
        r = n
        top = 0
        bottom = n
        val = 1
        while 1<r and top<bottom:
            for i in range(l,r):
                matrics[top][i]=val
                val = val+1
            top = top+1
            for i in range(top, bottom):
                matrics[i][r-1]=val
                val = val+1
            r = r-1
            for i in range (r-1, l-1, -1):
                matrics[bottom-1][i]=val
                val = val+1
            bottom = bottom-1
            for i in range(bottom-1, top-1, -1):
                matrics[i][l]=val
```

val = val+1
l = l+1
return matrics