PRACTICE SET - 7

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1. Next Permutation

```
import java.util.*;
public class NextPermutation {
  public static void findNextPermutation(int[] nums) {
     int n = nums.length;
     int i = n - 2;
     while (i \ge 0 \&\& nums[i] \ge nums[i+1]) {
       i--;
     if (i \ge 0) {
       int j = n - 1;
       while (nums[j] <= nums[i]) {
          j--;
       int temp = nums[i];
       nums[i] = nums[j];
       nums[j] = temp;
     int start = i + 1, end = n - 1;
     while (start < end) {
       int temp = nums[start];
       nums[start] = nums[end];
       nums[end] = temp;
       start++;
       end--;
     }
  public static void main(String[] args) {
     int[] nums1 = \{1, 2, 3\};
     findNextPermutation(nums1);
     System.out.println(Arrays.toString(nums1));
     int[] nums2 = {3, 2, 1};
     findNextPermutation(nums2);
     System.out.println(Arrays.toString(nums2));
     int[] nums3 = \{1, 1, 5\};
     findNextPermutation(nums3);
     System.out.println(Arrays.toString(nums3));
  }
```

```
C:\Users\Rhoshini\Desktop\dsa>javac NextPermutation.java
C:\Users\Rhoshini\Desktop\dsa>java NextPermutation
[1, 3, 2]
[1, 2, 3]
[1, 5, 1]
```

Time complexity: O(n) Space complexity: O(1)

2. Spiral Matrix

```
import java.util.*;
public class SpiralMatrix {
  public static List<Integer> spiralOrder(int[][] matrix) {
     List<Integer> result = new ArrayList<>();
     if (matrix.length == 0) return result;
     int top = 0, bottom = matrix.length - 1;
     int left = 0, right = matrix[0].length - 1;
     while (top <= bottom && left <= right) {
        for (int i = left; i \le right; i++) {
          result.add(matrix[top][i]);
        top++;
        for (int i = top; i \le bottom; i++) {
          result.add(matrix[i][right]);
        right--;
        if (top \le bottom) {
          for (int i = right; i \ge left; i--) {
             result.add(matrix[bottom][i]);
          bottom--;
        if (left <= right) {
          for (int i = bottom; i \ge top; i--)
             result.add(matrix[i][left]);
          left++;
```

```
}
         return result;
       }
      public static void main(String[] args) {
         int[][] matrix 1 = {
            \{1, 2, 3\},\
            {4, 5, 6},
            {7, 8, 9}
         };
         System.out.println(spiralOrder(matrix1));
         int[][] matrix2 = {
            \{1, 2, 3, 4\},\
            \{5, 6, 7, 8\},\
            {9, 10, 11, 12}
         };
         System.out.println(spiralOrder(matrix2));
    }
    OUTPUT:
      C:\Users\Rhoshini\Desktop\dsa>javac SpiralMatrix.java
      C:\Users\Rhoshini\Desktop\dsa>java SpiralMatrix
      [1, 2, 3, 6, 9, 8, 7, 4, 5]
[1, 2, 3, 4, 8, 12, 11, 10, 9, 5, 6, 7]
    Time complexity: O(m*n)
    Space complexity: O(1)
3. Longest Substring Without Repeating Characters
    import java.util.*;
```

```
public class LongestSubstring {
  public static int lengthOfLongestSubstring(String s) {
     Set<Character> set = new HashSet<>();
     int left = 0, right = 0, maxLength = 0;
     while (right < s.length()) {
       if (!set.contains(s.charAt(right))) {
          set.add(s.charAt(right));
          maxLength = Math.max(maxLength, right - left + 1);
          right++;
       } else {
          set.remove(s.charAt(left));
          left++;
```

```
return maxLength;
}

public static void main(String[] args) {
    System.out.println(lengthOfLongestSubstring("abcabcbb")); // Output: 3
    System.out.println(lengthOfLongestSubstring("bbbbb")); // Output: 1
    System.out.println(lengthOfLongestSubstring("pwwkew")); // Output: 3
}
```

```
C:\Users\Rhoshini\Desktop\dsa>javac LongestSubstring.java
C:\Users\Rhoshini\Desktop\dsa>java LongestSubstring
3
1
3
```

Time complexity: O(n) Space complexity: O(k)

4. Remove Linked List Elements

```
class MyListNode {
  int val;
  MyListNode next;
  MyListNode() {}
  MyListNode(int val) { this.val = val; }
  MyListNode(int val, MyListNode next) { this.val = val; this.next = next; }
public class MySolution {
  public MyListNode removeElements(MyListNode head, int val) {
    MyListNode dummy = new MyListNode(0);
    dummy.next = head;
    MyListNode current = dummy;
    while (current.next != null) {
       if (current.next.val == val) {
         current.next = current.next.next;
       } else {
         current = current.next;
    return dummy.next;
```

```
public static void main(String[] args) {
        MySolution solution = new MySolution();
        MyListNode head = new MyListNode(1, new MyListNode(2, new MyListNode(6, new
    MyListNode(3, new MyListNode(4, new MyListNode(5, new MyListNode(6))))));
        MyListNode result = solution.removeElements(head, 6);
        printList(result); // Output: [1, 2, 3, 4, 5]
        MyListNode head2 = null;
        result = solution.removeElements(head2, 1);
        printList(result); // Output: []
        MyListNode head3 = new MyListNode(7, new MyListNode(7, new MyListNode(7, new MyListNode(7, new MyListNode))
    MyListNode(7)));
        result = solution.removeElements(head3, 7);
        printList(result); // Output: []
      }
      public static void printList(MyListNode head) {
        MyListNode current = head;
        while (current != null) {
           System.out.print(current.val + " ");
           current = current.next;
        System.out.println();
    }
    OUTPUT:
     C:\Users\Rhoshini\Desktop\dsa>javac MySolution.java
     C:\Users\Rhoshini\Desktop\dsa>java MySolution
     1 2 3 4 5
    Time complexity: O(n)
    Space complexity: O(1)
5. Palindrome Linked List
   public class PalindromeListChecker {
      public boolean isPalindrome(ListNode1 head) {
        if (head == null || head.next == null) {
           return true;
```

}

ListNode1 slow = head, fast = head; while (fast != null && fast.next != null) {

slow = slow.next;

```
fast = fast.next.next;
     ListNode1 prev = null;
     while (slow != null) {
       ListNode1 nextNode = slow.next;
       slow.next = prev;
       prev = slow;
       slow = nextNode;
     }
     ListNode1 left = head, right = prev;
     while (right != null) {
       if (left.val != right.val) {
         return false;
       left = left.next;
       right = right.next;
     return true;
  }
  public static void main(String[] args) {
     PalindromeListChecker checker = new PalindromeListChecker();
     ListNode1 head1 = new ListNode1(1);
     head1.next = new ListNode1(2);
     head1.next.next = new ListNode1(2);
     head1.next.next.next = new ListNode1(1);
     System.out.println(checker.isPalindrome(head1));
     ListNode1 head2 = new ListNode1(1);
     head2.next = new ListNode1(2);
     System.out.println(checker.isPalindrome(head2));
  }
class ListNode1 {
  int val;
  ListNode1 next;
  ListNode1() {}
  ListNode1(int val) { this.val = val; }
  ListNode1(int val, ListNode1 next) { this.val = val; this.next = next; }
OUTPUT:
```

}

}

```
C:\Users\Rhoshini\Desktop\dsa>javac PalindromeListChecker.java
C:\Users\Rhoshini\Desktop\dsa>java PalindromeListChecker
true
false
```

Time complexity: O(n) Space complexity: O(1)

6. Minimum Path Sum

```
public class MinPathSum {
  public int minPathSum(int[][] grid) {
     int m = grid.length, n = grid[0].length;
     for (int i = 1; i < m; i++) {
       grid[i][0] += grid[i - 1][0];
     for (int j = 1; j < n; j++) {
       grid[0][j] += grid[0][j - 1];
     for (int i = 1; i < m; i++) {
       for (int j = 1; j < n; j++) {
          grid[i][j] += Math.min(grid[i - 1][j], grid[i][j - 1]);
     }
     return grid[m - 1][n - 1];
  public static void main(String[] args) {
     MinPathSum solution = new MinPathSum();
     int[][] grid1 = \{\{1, 3, 1\}, \{1, 5, 1\}, \{4, 2, 1\}\};
     System.out.println(solution.minPathSum(grid1)); // Output: 7
     int[][] grid2 = \{\{1, 2, 3\}, \{4, 5, 6\}\};
     System.out.println(solution.minPathSum(grid2)); // Output: 12
OUTPUT:
```

```
C:\Users\Rhoshini\Desktop\dsa>javac MinPathSum.java
C:\Users\Rhoshini\Desktop\dsa>java MinPathSum
7
12
```

Time complexity: O(m*n) Space complexity: O(1)

```
7. Validate Binary Search Tree
    public class BSTValidator {
      public boolean isValidBST(TreeNode root) {
         return is Valid(root, Long.MIN_VALUE, Long.MAX_VALUE);
       }
      private boolean isValid(TreeNode node, long min, long max) {
         if (node == null) return true;
         if (node.val <= min || node.val >= max) return false;
         return is Valid(node.left, min, node.val) && is Valid(node.right, node.val, max);
       }
      public static void main(String[] args) {
         BSTValidator validator = new BSTValidator();
         TreeNode root1 = new TreeNode(2);
         root1.left = new TreeNode(1);
         root1.right = new TreeNode(3);
         System.out.println(validator.isValidBST(root1));
         TreeNode root2 = new TreeNode(5);
         root2.left = new TreeNode(1);
         root2.right = new TreeNode(4);
         root2.right.left = new TreeNode(3);
         root2.right.right = new TreeNode(6);
         System.out.println(validator.isValidBST(root2));
    }
    class TreeNode {
      int val;
      TreeNode left;
      TreeNode right;
      TreeNode() {}
      TreeNode(int val) { this.val = val; }
      TreeNode(int val, TreeNode left, TreeNode right) {
         this.val = val;
         this.left = left;
         this.right = right;
      }
```

C:\Users\Rhoshini\Desktop\dsa>javac BSTValidator.java
C:\Users\Rhoshini\Desktop\dsa>java BSTValidator
true
false

OUTPUT:

8. Word Ladder

```
import java.util.*;
public class WordLadder {
  public int ladderLength(String beginWord, String endWord, List<String> wordList) {
     if (!wordList.contains(endWord)) return 0;
     Set<String> wordSet = new HashSet<>(wordList);
     Queue<String> queue = new LinkedList<>();
     queue.offer(beginWord);
     int level = 1;
     while (!queue.isEmpty()) {
       int size = queue.size();
       for (int i = 0; i < size; i++) {
          String word = queue.poll();
          char[] wordArray = word.toCharArray();
          for (int j = 0; j < word.length(); j++) {
            char originalChar = wordArray[j];
            for (char c = 'a'; c \le 'z'; c++) {
               wordArray[j] = c;
               String newWord = new String(wordArray);
               if (newWord.equals(endWord)) return level + 1;
               if (wordSet.contains(newWord)) {
                 queue.offer(newWord);
                 wordSet.remove(newWord);
               }
            }
            wordArray[j] = originalChar;
       level++;
     return 0;
  public static void main(String[] args) {
     WordLadder wl = new WordLadder();
     List<String> wordList1 = Arrays.asList("hot", "dot", "dog", "lot", "log", "cog");
     System.out.println(wl.ladderLength("hit", "cog", wordList1));
     List<String> wordList2 = Arrays.asList("hot", "dot", "dog", "lot", "log");
     System.out.println(wl.ladderLength("hit", "cog", wordList2));
  }
}
```

```
C:\Users\Rhoshini\Desktop\dsa>javac WordLadder.java
C:\Users\Rhoshini\Desktop\dsa>java WordLadder
5
0
```

Time complexity: O(m*n*26) Space complexity: O(m*n)

9. Word Ladder II

```
import java.util.*;
public class WordLadderII {
  public List<List<String>> findLadders(String beginWord, String endWord, List<String>
wordList) {
    List<List<String>> result = new ArrayList<>();
    if (!wordList.contains(endWord)) return result;
     Set<String> wordSet = new HashSet<>(wordList);
     Map<String, List<String>> graph = new HashMap<>();
     Oueue<String> queue = new LinkedList<>();
     Set<String> visited = new HashSet<>();
     queue.offer(beginWord);
    visited.add(beginWord);
    boolean found = false:
     while (!queue.isEmpty() && !found) {
       Set<String> levelVisited = new HashSet<>();
       int size = queue.size();
       for (int i = 0; i < size; i++) {
         String word = queue.poll();
         char[] wordArray = word.toCharArray();
         for (int j = 0; j < word.length(); j++) {
            char originalChar = wordArray[j];
            for (char c = 'a'; c \le 'z'; c++) {
              wordArray[i] = c;
              String newWord = new String(wordArray);
              if (wordSet.contains(newWord)) {
                 if (!visited.contains(newWord)) {
                   queue.offer(newWord);
                   levelVisited.add(newWord);
                 graph.computeIfAbsent(word, k -> new ArrayList<>()).add(newWord);
            wordArray[j] = originalChar;
```

```
visited.addAll(levelVisited);
      if (!levelVisited.isEmpty()) found = true;
    if (found) {
      List<String> path = new ArrayList<>();
      path.add(beginWord);
      dfs(beginWord, endWord, graph, path, result);
    return result;
  private void dfs(String current, String endWord, Map<String, List<String>> graph,
List<String> path, List<List<String>> result) {
    if (current.equals(endWord)) {
      result.add(new ArrayList<>(path));
      return;
    if (!graph.containsKey(current)) return;
    for (String neighbor : graph.get(current)) {
      path.add(neighbor);
      dfs(neighbor, endWord, graph, path, result);
      path.remove(path.size() - 1);
    }
  public static void main(String[] args) {
    WordLadderII wl = new WordLadderII();
    List<String> wordList1 = Arrays.asList("hot", "dot", "dog", "lot", "log", "cog");
    System.out.println(wl.findLadders("hit", "cog", wordList1));
    List<String> wordList2 = Arrays.asList("hot", "dot", "dog", "lot", "log");
    System.out.println(wl.findLadders("hit", "cog", wordList2));
}
OUTPUT:
C:\Users\Rhoshini\Desktop\dsa>javac WordLadderII.java
C:\Users\Rhoshini\Desktop\dsa>java WordLadderII
[]
Time complexity: O(N * M + N * M * log N)
Space complexity: O(N*M)
```

```
10. Course Schedule
```

```
import java.util.*;
public class CourseScheduler {
  public boolean canCompleteCourses(int totalCourses, int[][] prereqs) {
     List<List<Integer>> courseGraph = new ArrayList<>();
     int[] courseIndegree = new int[totalCourses];
     for (int i = 0; i < totalCourses; i++) {
       courseGraph.add(new ArrayList<>());
     for (int[] prereq : prereqs) {
       int course = prereq[0];
       int prereqCourse = prereq[1];
       courseGraph.get(prereqCourse).add(course);
       courseIndegree[course]++;
     }
     Queue<Integer> availableCourses = new LinkedList<>();
     for (int i = 0; i < totalCourses; i++) {
       if (courseIndegree[i] == 0) {
          availableCourses.offer(i);
     }
     int processedCourses = 0;
     while (!availableCourses.isEmpty()) {
       int course = availableCourses.poll();
       processedCourses++;
       for (int nextCourse : courseGraph.get(course)) {
          courseIndegree[nextCourse]--;
          if (courseIndegree[nextCourse] == 0) {
            availableCourses.offer(nextCourse);
     return processedCourses == totalCourses;
   }
  public static void main(String[] args) {
     CourseScheduler scheduler = new CourseScheduler();
     int totalCourses1 = 2;
     int[][] prereqs1 = \{\{1, 0\}\};
     System.out.println(scheduler.canCompleteCourses(totalCourses1, prereqs1));
```

```
int totalCourses2 = 2;
int[][] prereqs2 = {{1, 0}, {0, 1}};
System.out.println(scheduler.canCompleteCourses(totalCourses2, prereqs2));
}
}
```

```
C:\Users\Rhoshini\Desktop\dsa>javac CourseScheduler.java
```

C:\Users\Rhoshini\Desktop\dsa>java CourseScheduler
true
false

Time complexity: O(v+e) Space complexity: O(v+e)

11. Design Tic-Tac-Toe

```
public class TicTacToeGame {
  private int size;
  private int∏∏ counts;
  public TicTacToeGame(int size) {
     this.size = size;
     counts = new int[2][(size \ll 1) + 2];
  public int makeMove(int row, int col, int player) {
     int[] currentPlayerCounts = counts[player - 1];
     ++currentPlayerCounts[row];
     ++currentPlayerCounts[size + col];
     if (row == col) {
       ++currentPlayerCounts[size << 1];
     if (row + col == size - 1) {
       ++currentPlayerCounts[(size << 1) | 1];
     if (currentPlayerCounts[row] == size || currentPlayerCounts[size + col] == size ||
currentPlayerCounts[size << 1] == size || currentPlayerCounts[(size << 1) | 1] == size) {
       return player;
     }
    return 0;
  }
  public static void main(String[] args) {
     TicTacToeGame game = new TicTacToeGame(3);
    // Example moves
```

```
System.out.println(game.makeMove(0, 0, 1));
System.out.println(game.makeMove(0, 1, 2));
System.out.println(game.makeMove(1, 1, 1));
System.out.println(game.makeMove(0, 2, 2));
System.out.println(game.makeMove(2, 2, 1));
}
```

```
C:\Users\Rhoshini\Desktop\dsa>java TicTacToeGame
0
0
0
0
1
```

Time complexity: O(1)
Space complexity: O(n)