2924. Find Champion II

There are `n` teams numbered from `0` to `n - 1` in a tournament; each team is also a node in a **DAG**.

You are given the integer `n` and a **0-indexed** 2D integer array `edges` of length `m` representing the **DAG**, where `edges[i] = [ui, vi]` indicates that there is a directed edge from team `ui` to team `vi` in the graph.

A directed edge from `a` to `b` in the graph means that team `a` is **stronger** than team `b` and team `b` is **weaker** than team `a`.

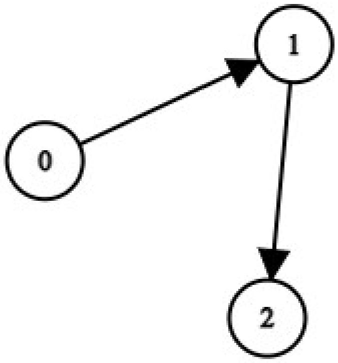
Team `a` will be the **champion** of the tournament if there is no team `b` that is **stronger** than team `a`.

Return *the team that will be the* ***champion*** *of the tournament if there is a* ***unique*** *champion, otherwise, return* `-1`.

Notes

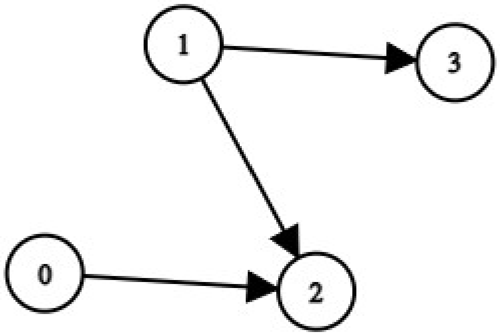
- A **cycle** is a series of nodes `a1, a2, ..., an, an+1` such that node `a1` is the same node as node `an+1`, the nodes `a1, a2, ..., an` are distinct, and there is a directed edge from the node `ai` to node `ai+1` for every `i` in the range `[1, n]`.
- A **DAG** is a directed graph that does not have any **cycle**.

Example 1:



```
Input: n = 3, edges = [[0,1],[1,2]]
Output: 0
Explanation: Team 1 is weaker than team
0. Team 2 is weaker than team 1. So the
champion is team 0.
```

Example 2:



```
Input: n = 4, edges = [[0,2],[1,3],[1,2]]
Output: -1
Explanation: Team 2 is weaker than team 0
and team 1. Team 3 is weaker than team 1.
But team 1 and team 0 are not weaker than
any other teams. So the answer is -1.
```

Constraints:

- `1 <= n <= 100`
- `m == edges.length`
- `0 <= m <= n * (n - 1) / 2`
- `edges[i].length == 2`
- `0 <= edge[i][j] <= n - 1`
- `edges[i][0] != edges[i][1]`
- The input is generated such that if team `a` is stronger than team `b`, team `b` is not stronger than team `a`.
- The input is generated such that if team `a` is stronger than team `b` and team `b` is stronger than team `c`, then team `a` is stronger than team `c`.

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```
/*
    In degree count
    Time compelxity: O(n)
    Space compelxity: O(n)
*/
typedef std::vector<int> vi;
typedef std::vector<vi> vvi;
class Solution {
    public:
        int findChampion(int n,vvi& edges){
            vi indegree(n,0);
            for(auto& edge: edges){
                indegree[edge[1]]++;
            }

            int cnt=0;
            int ans;
            for(int node=0;node<n;++node){
                if(indegree[node]==0){
                    cnt++;
                    ans=node;
                }
            }

           return cnt==1?ans:-1;
        }
};
```