1. Shuffle a string https://assets.leetcode.com/uploads/2020/07/09/q1.jpg **Input:** s = "codeleet", indices = [4,5,6,7,0,2,1,3] Output: "leetcode" Explanation: As shown, "codeleet" becomes "leetcode" after shuffling. class Solution { public String restoreString(String s, int[] indices) { char[] ans = new char[indices.length]; for (int i = 0; i < indices.length; <math>i++) { ans[indices[i]] = s.charAt(i);return new String(ans); 1. Score of a string 2. **Example 1:** 3. Input: s = "hello" 4. **Output:** 13 5. Explanation: 6. The **ASCII** values of the characters in s are: 'h' = 104, 'e' = 101, 'l' = 108, 'o' = 111. So, the score of s would be |104 - 101| + |101 - 108| + |108 - 108| + |108 - 111| = 3 + 7 + 0 + 3 = 13.class Solution { public int scoreOfString(String s) { int sum = 0; for(int i=0; i<s.length()-1; i++) sum += Math.abs(s.charAt(i)-s.charAt(i+1));return sum; 3. Number of 1 bits Input: n = 11Output: 3 **Explanation:** The input binary string 1011 has a total of three set bits. class Solution { public int hammingWeight(int n) { return Integer.bitCount(n);

4. Reverse a bit in binary(Reverse bits of a given 32 bits unsigned integer.)

5. Single number

```
Input: nums = [2,2,1]
```

## Output: 1

}

```
class Solution {
  public int singleNumber(int[] nums) {
    int unique=0;
    for(int i=0;i<nums.length;i++){
       unique^=nums[i];
    }
    return unique;
}</pre>
```

 $^{35}_{17}$  **Iteration 1:** unique  $^{=}4$  (unique becomes 4).

```
^{35}_{17} Iteration 2: unique ^= 1 (unique becomes 4 \land 1 = 5).(4 in binary is 100 + 001 = 101 = 5)
```

 $^{35}_{17}$  **Iteration 3:** unique  $^{=}2$  (unique becomes  $5 ^ 2 = 7$ ).

 $^{35}_{17}$  **Iteration 4:** unique ^= 1 (unique becomes 7 ^ 1 = 6).

<sup>35</sup> **Iteration 5:** unique  $^{=}$  2 (unique becomes  $6 ^{2} = 4$ ).

6. First missing positive (HARD)

**Input:** nums = [1,2,0]

## Output: 3

**Explanation:** The numbers in the range [1,2] are all in the array.

```
class Solution {
   public int firstMissingPositive(int[] nums) {
     for(int i =0; i<nums.length;i++){</pre>
```

```
\textit{if}(\text{nums}[i] \mathrel{<=} 0 \parallel \text{nums}[i] \footnotesize{>} \text{nums.length})
               continue;
         while(nums[i] != i+1 \&\& nums[i] != nums[nums[i]-1]) \{
            int temp = nums[nums[i]-1];
            nums[nums[i]-1] = nums[i];
            nums[i] = temp;
            \text{if(nums[i]} \mathrel{<=} 0 \parallel \text{nums[i]} \mathrel{>} \text{nums.length)}
               break;
      for (int i=0; i<nums.length;i++){ for the test case nums=[1,2,0]
         if(nums[i] != i+1)\{
            return i+1;
         }
      return nums.length+1; for the test case nums=[1]
7. Check if array is good (HARD)
Input: nums = [12,5,7,23]
Output: true
Explanation: Pick numbers 5 and 7.
5*3 + 7*(-2) = 1
class Solution {
   public boolean isGoodArray(int[] nums) {
      int temp = nums[0];
      for(int i=0;i<nums.length;i++){
         temp = func(temp, nums[i]);
         if(temp == 1){
            return true;
      return false;
   int func(int x, int y){
      if(y == 0){
         return x;
```

}

```
else {
        return func(y, (x%y));
   1. Find in mountain array
Input: array = [1,2,3,4,5,3,1], target = 3
Output: 2
Explanation: 3 exists in the array, at index=2 and index=5. Return the minimum index, which is 2.
class Solution {
  public int findInMountainArray(int target, MountainArray mountainArr) {
     int peak=findPeak(mountainArr);
     int firstTry=orderBs(mountainArr,target,0,peak);
     if(firstTry != -1){
        return firstTry;
     return orderBs(mountainArr,target,peak+1,mountainArr.length()-1);
  public static int findPeak(MountainArray mountainArr){
     int start=0;
     int end=mountainArr.length()-1;
     while(start<end){
        int mid=start+(end-start)/2;
        if(mountainArr.get(mid)>mountainArr.get(mid+1)){
          end=mid;
        }
        else {
          start=mid+1;
     return start;
  public static int orderBs(MountainArray mountainArr,int target,int start,int end){
     boolean isAsc=mountainArr.get(start)<mountainArr.get(end);
     while(start<=end){
        int mid=start+(end-start)/2;
        if(mountainArr.get(mid)==target){
          return mid;
```

}

```
}
  if(isAsc){
     if(mountainArr.get(mid)>target)
     {
       end=mid-1;
     }
     else\{
       start=mid+1;
     }
   }
  else {
     if(mountainArr.get(mid)<target)</pre>
       end=mid-1;
     }
     else{
       start=mid+1;
     }
return -1;
```

}