***Week – 2 (05.04.2021 – 10.04.2021)***

***CODES BASED ON WEELKY TASK***

1. ***Sort Array By Parity II:***

class Solution {

public:

vector<int> sortArrayByParityII(vector<int>& nums) {

vector<int> even, odd, res;

if(nums.size() == 1) return nums;

int i;

for(i=0; i<nums.size(); i++)

{

if(nums[i]%2 == 0) even.push\_back(nums[i]);

else odd.push\_back(nums[i]);

}

i=0;

while(i<even.size())

{

res.push\_back(even[i]);

res.push\_back(odd[i]);

i++;

}

return res;

}

};

1. ***Intersection of Two Arrays:***

class Solution {

public:

vector<int> intersection(vector<int>& nums1, vector<int>& nums2) {

sort(nums1.begin(), nums1.end());

sort(nums2.begin(), nums2.end());

vector<int> res;

int i=0,j=0;

while(i<nums1.size() && j<nums2.size())

{

if(nums1[i] < nums2[j])

{

i++;

}

else if(nums1[i] > nums2[j])

{

j++;

}

else

{

res.push\_back(nums1[i]);

i++;

j++;

}

}

res.erase(unique(res.begin(), res.end()), res.end());

return res;

}

};

1. ***Intersection of Two Arrays II:***

class Solution {

public:

vector<int> intersection(vector<int>& nums1, vector<int>& nums2) {

sort(nums1.begin(), nums1.end());

sort(nums2.begin(), nums2.end());

vector<int> res;

int i=0,j=0;

while(i<nums1.size() && j<nums2.size())

{

if(nums1[i] < nums2[j])

{

i++;

}

else if(nums1[i] > nums2[j])

{

j++;

}

else

{

res.push\_back(nums1[i]);

i++;

j++;

}

}

res.erase(unique(res.begin(), res.end()), res.end());

return res;

}

};

1. ***Relative Sort Array: (***Can also be solved using map)

class Solution {

public:

vector<int> relativeSortArray(vector<int>& arr1, vector<int>& arr2) {

vector<int> res, block;

int i,j;

bool c;

for(i=0; i<arr2.size(); i++)

for(j=0; j<arr1.size(); j++)

if(arr2[i] == arr1[j])

res.push\_back(arr1[j]);

for(i=0; i<arr1.size(); i++)

{

c = false;

for(j=0; j<res.size(); j++)

{

if(arr1[i] == res[j]) c=true;

}

if(c == false) block.push\_back(arr1[i]);

}

sort(block.begin(), block.end());

for(i=0; i<block.size(); i++) res.push\_back(block[i]);

return res;

}

};

1. ***Maximum Product of Two Elements in an Array:***

class Solution {

public:

int maxProduct(vector<int>& nums) {

vector<int> prod;

int i,j;

for(i=0; i<nums.size()-1; i++)

for(j=i+1; j<nums.size(); j++)

prod.push\_back((nums[i]-1) \* (nums[j]-1));

return \*max\_element(prod.begin(), prod.end());

}

};

1. ***Two Sum II - Input array is sorted:***

class Solution {

public:

vector<int> twoSum(vector<int>& numbers, int target) {

vector<int> res;

int i, j, sum;

for(i=0; i<numbers.size()-1; i++)

{

if(numbers[i] == 0 && numbers[i+1] == 0 && target == 0)

{

res.push\_back(i+1);

res.push\_back(i+2);

return res;

}

if(numbers[i] == 0 && numbers[i+1] == 0) continue;

for(j=i+1; j<numbers.size(); j++)

{

if(numbers[i] + numbers[j] == target)

{

res.push\_back(i+1);

res.push\_back(j+1);

return res;

}

}

}

return res;

}

};

1. ***Find the Duplicate Number:***

class Solution {

public:

int findDuplicate(vector<int>& nums) {

sort(nums.begin(), nums.end());

int i;

for(i=0; i<nums.size(); i++)

if(nums[i] == nums[i+1]) return nums[i];

return -1;

}

};

1. ***Count Odd Numbers in an Interval Range:***

class Solution {

public:

int countOdds(int low, int high) {

int i, count = 0;

for(i=low; i<=high; i++)

if(i%2!=0) count++;

return count;

}

};

1. ***Three Consecutive Odd:***

class Solution {

public:

bool threeConsecutiveOdds(vector<int>& arr) {

if(arr.size() < 3) return false;

int i;

for(i=0; i<arr.size()-2; i++)

if(arr[i]%2!=0 && arr[i+1]%2!=0 && arr[i+2]%2!=0) return true;

return false;

}

};

1. ***Find Numbers with Even Number of Digits:***

class Solution {

public:

int findNumbers(vector<int>& nums) {

vector<int> dig;

int i, count, d\_count;

for(i=0; i<nums.size(); i++)

{

count = 0;

while(nums[i] > 0)

{

count++;

nums[i] = nums[i]/10;

}

if(count%2 == 0) dig.push\_back(count);

}

return dig.size();

}

};

1. ***Rotate Array:***

class Solution {

public:

void rotate(vector<int>& nums, int k) {

k = k%nums.size();

reverse(nums.begin(), nums.end());

reverse(nums.begin(), nums.begin()+k);

reverse(nums.begin()+k, nums.end());

}

};

1. ***Transpose Matrix:***

class Solution {

public:

vector<vector<int>> transpose(vector<vector<int>>& matrix) {

vector<vector<int>> res;

int i,j;

for(i=0; i<matrix[0].size(); i++)

{

vector<int> v(matrix.size());;

for(j=0; j<matrix.size(); j++)

v[j] = matrix[j][i];

res.push\_back(v);

}

return res;

}

};

1. ***Shuffle the Array:***

class Solution {

public:

vector<int> shuffle(vector<int>& nums, int n) {

vector<int> res;

int i;

for(i=0; i<nums.size()/2; i++)

{

res.push\_back(nums[i]);

res.push\_back(nums[i+(nums.size()/2)]);

}

return res;

}

};

1. ***Valid Anagram:***

class Solution {

public:

bool isAnagram(string s, string t) {

sort(s.begin(), s.end());

sort(t.begin(), t.end());

if(s == t) return true;

else return false;

}

};

1. ***Trapping Rain Water:***

class Solution {

public:

int trap(vector<int>& height) {

if(height.size() == 0) return 0;

int i,j,l,r,sum=0;

for(i=1; i<height.size()-1; i++)

{

l = height[i];

for(j=0; j<i; j++) l = max(l,height[j]);

r = height[i];

for(j=i+1; j<height.size(); j++) r = max(r,height[j]);

sum = sum + (min(l,r) - height[i]);

}

return sum;

}

};

1. ***Remove All Adjacent Duplicates In String:***

class Solution {

public:

string removeDuplicates(string S) {

int i;

bool isdup = false;

for(i=0; i<S.size()-1 && S.size()!=0; i++)

{

if(S[i] == S[i+1])

{

S.erase(i,2);

i = (i) ? i-2 : i-1;

}

}

return S;

}

};

1. ***Permutations:***

class Solution {

public:

vector<vector<int>> permute(vector<int>& nums) {

if(nums.size() <= 1) return {nums};

vector<vector<int>> res;

int i,j;

for(i=0; i<nums.size(); i++)

{

vector<int> v1 = nums;

v1.erase(v1.begin()+i);

auto r = permute(v1);

for(j=0; j<r.size(); j++)

{

vector<int> v2 = r[j];

v2.insert(v2.begin(), nums[i]);

res.push\_back(v2);

}

}

return res;

}

};

1. ***Permutations II:***

class Solution {

public:

vector<vector<int>> permuteUnique(vector<int>& nums) {

if(nums.size() <= 1) return {nums};

vector<vector<int>> res;

int i,j;

for(i=0; i<nums.size(); i++)

{

vector<int> v1 = nums;

v1.erase(v1.begin()+i);

auto r = permuteUnique(v1);

for(j=0; j<r.size(); j++)

{

vector<int> v2 = r[j];

v2.insert(v2.begin(), nums[i]);

res.push\_back(v2);

}

}

sort(res.begin(), res.end());

res.erase(unique(res.begin(), res.end()), res.end());

return res;

}

};

1. ***Global and Local Inversions:***

class Solution {

public:

bool isIdealPermutation(vector<int>& A) {

int i;

for(i=0; i<A.size(); i++)

if(abs(A[i] - i) > 1) return false;

return true;

}

};

1. ***Pascal's Triangle:***

class Solution {

public:

vector<vector<int>> generate(int numRows) {

vector<vector<int>> res(numRows);

int i,j;

for(i=0; i<numRows; i++)

{

res[i].resize(i+1);

res[i][0] = res[i][i] = 1;

for(j=1; j<i; j++)

res[i][j] = res[i-1][j-1]+res[i-1][j];

}

return res;

}

};

1. ***Pascal's Triangle II:***

class Solution {

public:

vector<int> getRow(int rowIndex) {

vector<vector<int>> res(rowIndex+1);

int i,j;

for(i=0; i<=rowIndex; i++)

{

res[i].resize(i+1);

res[i][0] = res[i][i] = 1;

for(j=1; j<i; j++)

res[i][j] = res[i-1][j-1]+res[i-1][j];

}

return res[rowIndex];

}

};

1. ***Set Matrix Zeroes:***

class Solution {

public:

void setZeroes(vector<vector<int>>& matrix) {

vector<vector<int>> check = matrix;

int i,j,k;

for(i=0; i<matrix.size(); i++)

for(j=0; j<matrix[i].size(); j++)

if(matrix[i][j] == 0)

{

for(k=0; k<matrix.size(); k++)

check[k][j] = 0;

for(k=0; k<matrix[i].size(); k++)

check[i][k] = 0;

}

matrix = check;

}

};

1. ***Diagonal Traverse II:***

class Solution {

public:

vector<int> findDiagonalOrder(vector<vector<int>>& nums) {

vector<int> res;

int i=0 ,j=0;

map<int, vector<int>> m;

for(i=0; i<nums.size(); i++)

for(j=0; j<nums[i].size();j++)

m[i+j].push\_back(nums[i][j]);

for(auto i : m)

{

reverse(i.second.begin(), i.second.end());

for(auto e : i.second)

res.push\_back(e);

}

return res;

}

};

1. ***Sum of All Odd Length Subarrays:***

class Solution {

public:

int sumOddLengthSubarrays(vector<int>& arr) {

int sum = 0, i, j, k;

for(i=0; i<arr.size(); i=i+2)

for(j=0; j<arr.size()-i; j++)

for(k=0; k<=i; k++)

sum = sum + arr[k+j];

return sum;

}

};

1. ***Rotate Image:***

class Solution {

public:

void rotate(vector<vector<int>>& matrix) {

vector<vector<int>> m =matrix;

int i,j;

for(i=0; i<matrix.size(); i++)

{

for(j=0; j<matrix[0].size(); j++)

m[i][j] = matrix[j][i];

reverse(m[i].begin(), m[i].end());

}

matrix = m;

}

};

1. ***Diagonal Traverse:***

class Solution {

public:

vector<int> findDiagonalOrder(vector<vector<int>>& matrix) {

vector<int> res;

int i=0 ,j=0;

map<int, vector<int>> m;

for(i=0; i<matrix.size(); i++)

for(j=0; j<matrix[i].size();j++)

m[i+j].push\_back(matrix[i][j]);

for(auto i : m)

{

if(i.first%2 == 0) reverse(i.second.begin(), i.second.end());

for(auto e : i.second)

res.push\_back(e);

}

return res;

}

};