09/05/2024, 19:26 Word Dictionary

Description My Submissions Hints/Editorial **AC Submissions** My Notes (0) Word Dictionary ? Ask Doubt ★ Accepted Submissions: 100 Relevant For: Memory: 256 MB **Description** Design a data structure that supports adding new words and finding if a string matches any previously added string. Implement the WordDictionary class: 1. WordDictionary() - Initialises the object. 2. **void addWord(word)** - Adds word to the data structure, it can be matched later. 3. bool search(word) - Returns true if there is any string in the data structure that matches word or false otherwise. word may contain dots '.' where dots can be matched with any letter. **Input Format** Your WordDictionary object will be instantiated and called as such: WordDictionary* obj = new WordDictionary(); obj->addWord(word); bool param_2 = obj->search(word); **Output Format** For **search** queries, if there is a string in the data structure that matches **word**, 'Yes' is printed. Otherwise, 'No' is printed. **Constraints** 1 <= |word| <= 100 1 <= q <= 1000 (total number of function calls made) word in addWord consists of lower case English alphabets word in search consists of lower case English alphabets and '.' character С Сору Sample Input 1 add dad add bad add mad search pad

<u>C++14[GCC]</u> ▼

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