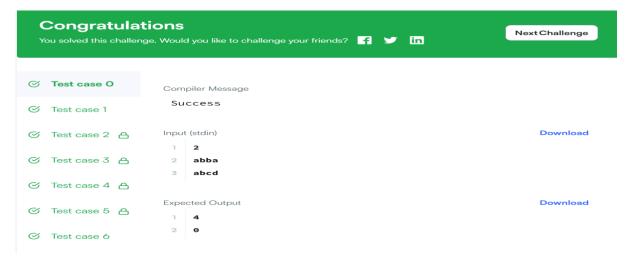
#### **DAY 46**

## **Hacker Rank**

```
#!/bin/python3
import math
import os
import random
import re
import sys
#
# Complete the 'sherlockAndAnagrams' function below.
#
# The function is expected to return an INTEGER.
# The function accepts STRING s as parameter.
#
def sherlockAndAnagrams(s):
  from collections import defaultdict
  substr_count = defaultdict(int)
  # Generate all substrings
  for start in range(len(s)):
    freq = [0] * 26 # frequency map for a-z
    for end in range(start, len(s)):
      # Update the frequency map
      char_index = ord(s[end]) - ord('a')
      freq[char_index] += 1
      # Use tuple of frequency counts as a key
```

```
substr_count[tuple(freq)] += 1
  # Count anagrammatic pairs
  total_pairs = 0
  for count in substr_count.values():
    if count > 1:
      total_pairs += (count * (count - 1)) // 2
  return total_pairs
if __name__ == '__main__':
  fptr = open(os.environ['OUTPUT_PATH'], 'w')
  q = int(input().strip())
  for q_itr in range(q):
    s = input()
    result = sherlockAndAnagrams(s)
    fptr.write(str(result) + '\n')
```

### fptr.close()

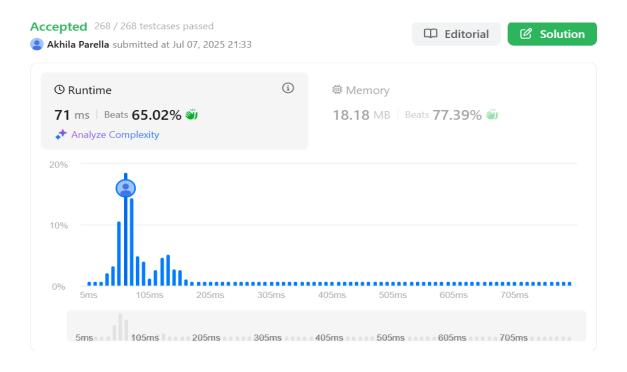


#### Leetcode

```
class Solution:
  def minWindow(self, s: str, t: str) -> str:
    need, missing = Counter(t), len(t)
  left = start = end = 0
  for right, c in enumerate(s, 1):
    missing -= need[c] > 0
    need[c] -= 1
    if missing == 0:
     while left < right and need[s[left]] < 0:
        need[s[left]] += 1
        left += 1
        if not end or right - left < end - start:
        start, end = left, right
        need[s[left]] += 1
        missing += 1</pre>
```

left += 1

return s[start:end]



# **Code Chef**

```
t = int(input())
while t > 0:
  s = input()
  vowels = "aeiou"
  count = 0
  happy = False
  for c in s:
    if c in vowels:
      count += 1
      if count > 2:
         happy = True
         break
    else:
      count = 0
  print("HAPPY" if happy else "SAD")
  t -= 1
```

