

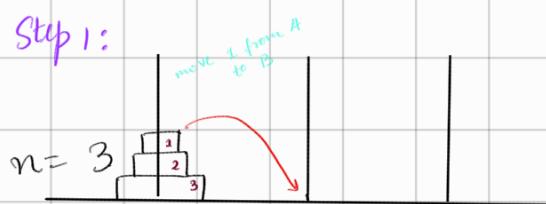
# Today's Questions

- ① Tower of Hanoi
- ② all indices of array
- + Discussion on DSA based projects.

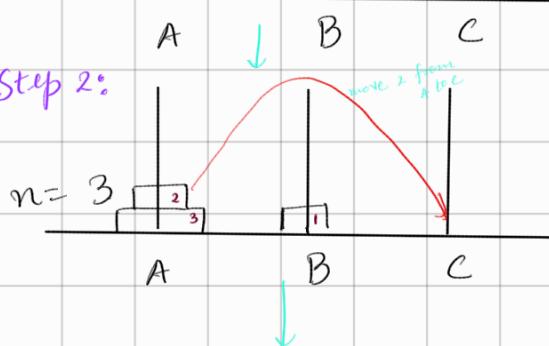
## ① Tower of Hanoi

Question: move all disks from tower A to tower B using tower C as helper

Step 1:



Step 2:



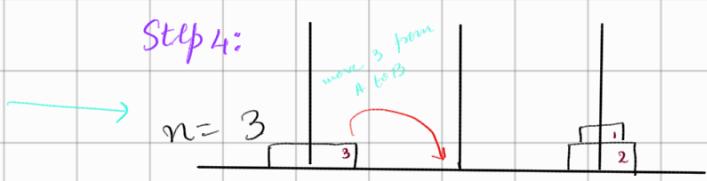
Step 3:



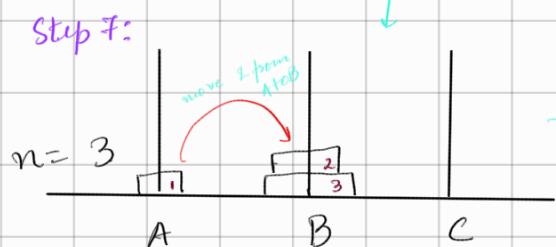
Step 4:



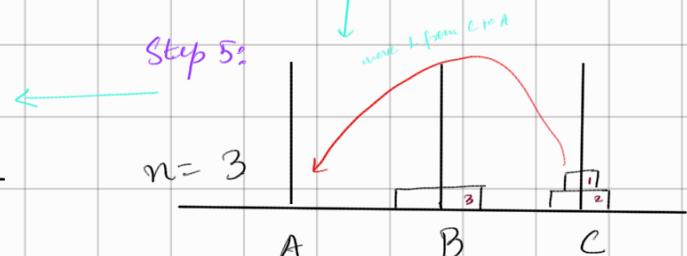
Step 4:



Step 5:



Step 5:



Answer



∴ There main steps are

- Steps 1, 2 & 3    ① move  $n-1$  disks from A to C using B as helper
- Step 4            ② move  $n$  from A to B
- Steps 5, 6, & 7    ③ move  $n-1$  disks from C to B using A as helper

∴ here ① & ③ are faith for  $n-1$  / smaller problem  
and ② is current work for  $n^{th}$  problem.

∴ CODE :

```
public static void tnh(int n, int srcTower, int distTower, -  
- put auxTower){  
    if(n==0) // no disks left  
        return;  
  
    tnh(n-1, srcTower, auxTower, distTower); // ①  
    Sysol[n+"[" + srcTower + " → " + distTower + "]"]; // ②  
    tnh(n-1, auxTower, distTower, srcTower); // ③  
}
```

## DSA based projects { Unique Project Ideas }

- ① writing own library / header file
  - B tree, B+Tree, {SQL + DSA}
  - Segment Tree, Fenwick Tree, Number Theory Algorithms, DSU, Hashmap, Priority Queue/Heap, Graph algorithms

{ Competitive (Advanced DSA) + generic programming }  
↓  
{ Templates + OOPS }

- ② Games      ~~Wetden~~  $\rightarrow$  CSS  $\rightarrow$  JS  $\rightarrow$  { + 2 players }
- $\rightarrow$  Snake & ladder  $\rightarrow$  Graphs Algo { DFS }
- $\rightarrow$  Sudoku  $\rightarrow$  Backtracking { + levels / Themes }
- $\rightarrow$  Crossword Puzzle  $\rightarrow$  Backtracking { + levels / themes }
- $\rightarrow$  Chess  $\rightarrow$  2D matrix { + AI }  $\rightarrow$  Bot }
- $\rightarrow$  Jump Game  $\rightarrow$  Greedy + Dynamic Programming  
{ Eggs / Cartoon }  $\rightarrow$  Climb Stairs }
- $\rightarrow$  Mario Game

- ③ WhatsApp / Telegram Clone
- $\rightarrow$  LRU Cache Algo  $\rightarrow$  Ranking / ordering of chats
- $\rightarrow$  Tree Data Structure  $\rightarrow$  Searching Contacts / Messages
- $\rightarrow$  CRUD operations { Firebase database }
- $\rightarrow$  Chatbots { API's }
- $\rightarrow$  Audio / Video calls  $\rightarrow$   $\begin{cases} 1 \text{ to } 1 \\ 1 \text{ to many } \end{cases}$  }  $\rightarrow$  Networking

Color Line Eraser Backgrounds Undo Redo Pages Previous Next Erase

Board Web Documents Show Desktop

## ④ Splitwise App Clone

- ↳ Minimizing Cash flow Algorithm
- ↳ CRUD applications { persistent data (database), + authentication }
- ↳ System Design
- ↳ Priority Queue, Hashmap > Multiset Data Structures

My Project :→ Flutter ⇒ LEN DEN

## More Projects

④ { → Sorting visualizers \*  
 → Path finding Algo + visualizers }

④ { → Text Editor : { Stack Data Structure }

④ { → Huffman Encoding  
 File Zipping / URL Shortner  
 (TinyURL)

## ② all Indices of array

$\text{arr} = \{ 40, 60, 10, 30, 20, 10, 10, 50, 10, 70, 10, 5 \}$

$\text{idx: } 0 \ 1 \ 2 \ 3 \ 4 \ 5 \ 6 \ 7 \ 8 \ 9 \ 10$

$\text{ans} = \{ 2, 5, 6, 8, 10 \}$

Preorder work

→ We cannot know size of answer array, until we traverse the whole array

→ when we are at base case ( $\text{index} == \text{arr.length}$ )

now we know size of answer

return new  $\text{int}[\text{count}]$ ;

// when returning Postorder Work

→ for any index  $\text{idx}$ , if element at  $\text{idx} == x$  then

$\text{ans}[\text{count}] = \text{idx};$

else

return  $\text{ans}$ ; // without updating

CODE:

```
if( $\text{idx} >= \text{arr.length}$ )
```

```
    return new  $\text{int}[\text{count}]$ ;
```

```
if( $\text{arr}[\text{idx}] == \text{target}$ ) {
```

```
     $\text{int}[] \text{res} = \text{allIndices}(\text{arr}, \text{target}, \text{idx}+1, \text{count});$ 
```

```
     $\text{res}[\text{count}] = \text{idx};$ 
```

```
}
```

```
else {
```

```
     $\text{int}[] \text{res} = \text{allIndices}(\text{arr}, \text{target}, \text{idx}+1, \text{count});$ 
```

```
    return  $\text{res};$ 
```

```
}
```