STRING ENCODING

Sto =
$$\frac{126}{4}$$

O/P = abf, lf, az

main D-r Joking One digit from the given string. 1 -r a 2D - Jaking Two Digit 2 digit f("3", "s") f("3", ab") return /

Output ° abc, aw, lc

* One digit (1 to 9) 16-1 ⇒a 4+ 'd'-1=7'P'X

* two Digit 23 - 1/

(10 to 26) Integer parseInt(23') nt 23 + a'-1 m'x l'v

*

$$\frac{1}{123} \longrightarrow 3$$

Sto. substorne (i+2),

3/4587 St8. Substoing (1)

```
public static void solve(String str , String output) {
    //base case
    if(str.length() == 0){
        System.out.println(output);
       return ;
    //process
    char first = str.charAt(0);
   if(first == '0') return ; // invalid
   int onedigit = first - '0';
    char currchar = (char) (onedigit + 'a' - 1) ;
    solve(str.substring(1),output+currchar);
   if(str.length()>=2){
   int twodigit = Integer.parseInt(str.substring(0,2));
   if(twodigit >= 10 && twodigit <= 26){</pre>
        currchar = (char)(twodigit +'a' -1);
        solve(str.substring(2),output+currchar);
public static void printEncodings(String str) {
    solve(str,""); //solve(input, output);
```

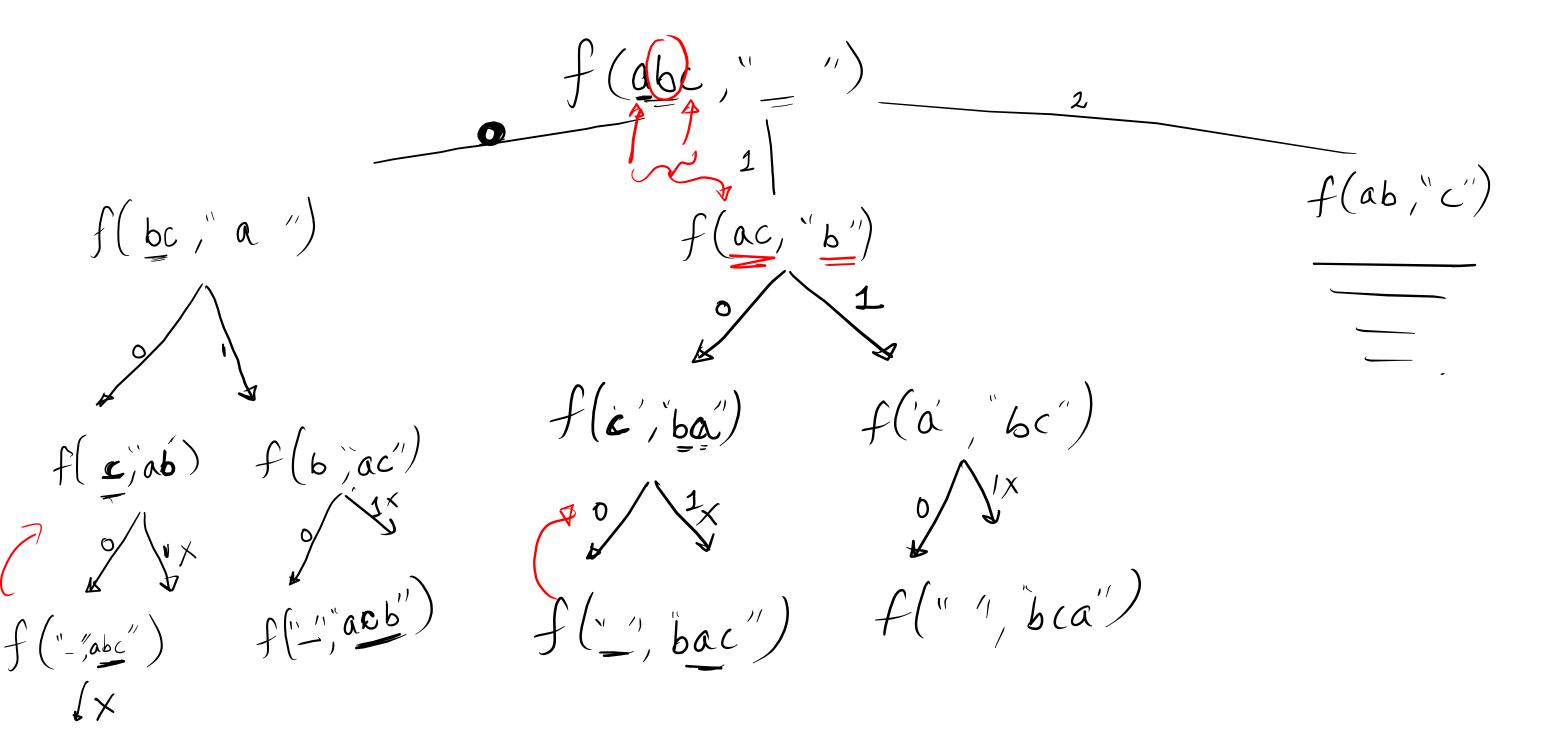
* STRING PERMUTATION

stos abc

Op :

abcd

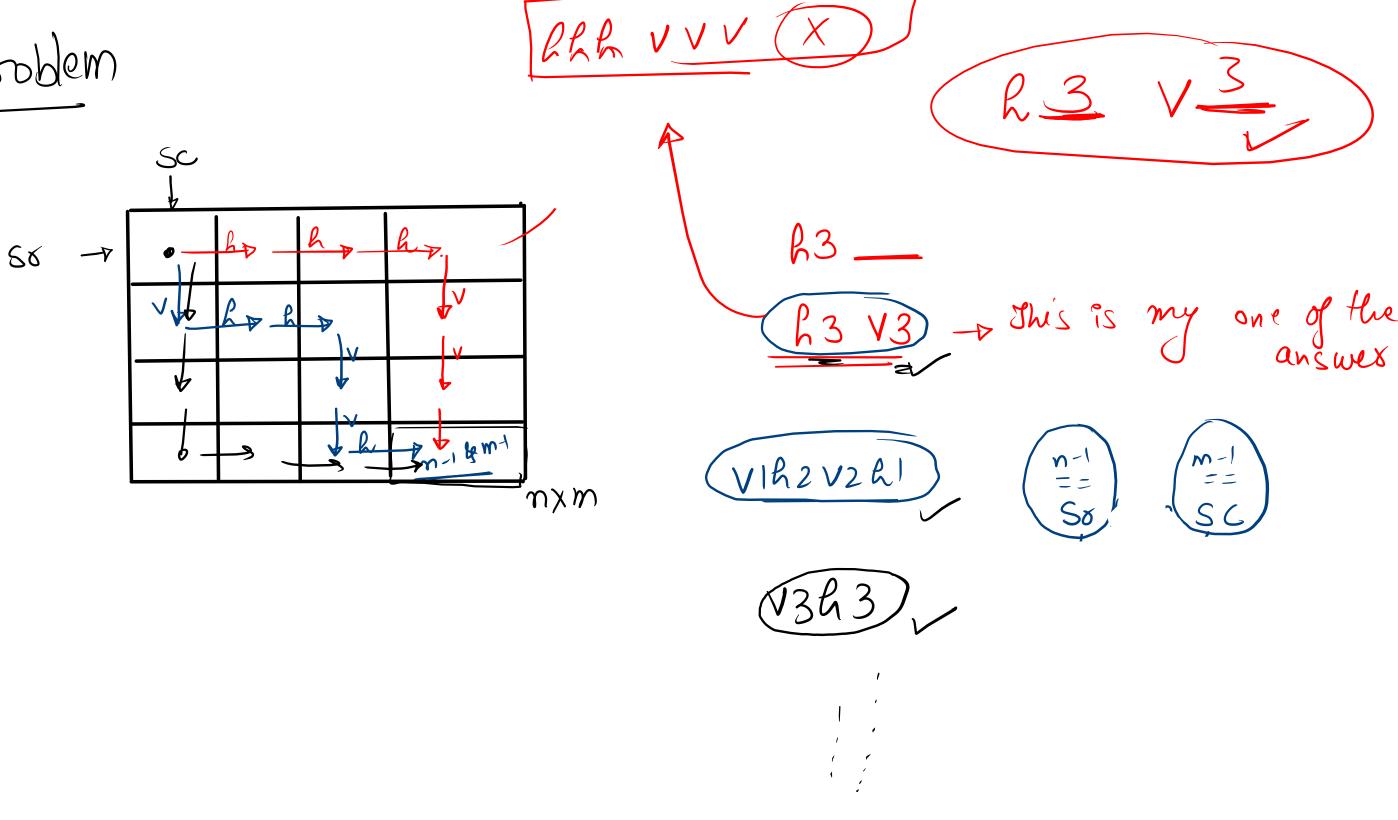
<i>^</i>	b		∅.
0	b		9
		<u>~</u>	
		_	



+ Base Case if (str.length()==0){ point (0/p) setum; output = out put + sts. charA(i); newstring=sto. substring(o,i) + sts. substring(i+1); - abc) include exclude

```
public void solve(String str , String output) {
  //base case
  if(str.length() == 0) {
    System.out.println(output);
    return ;
 //process
 for(int i =0 ; i<str.length();i++){</pre>
    if(i>0 && str.charAt(i) == str.charAt(i-1)) continue;
    String newString = str.substring(0,i) + str.substring(i+1);
    // output = output + str.chatAt(i);
    solve(newString,output+ str.charAt(i));
public void printPermutations(String str) {
    solve(str,"") ; // solve(input , output) ;
```

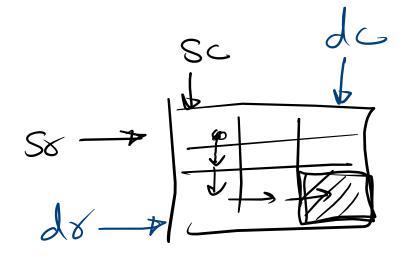
* Maze Problem



if
$$(SV == dV & SC == dC)$$
 {

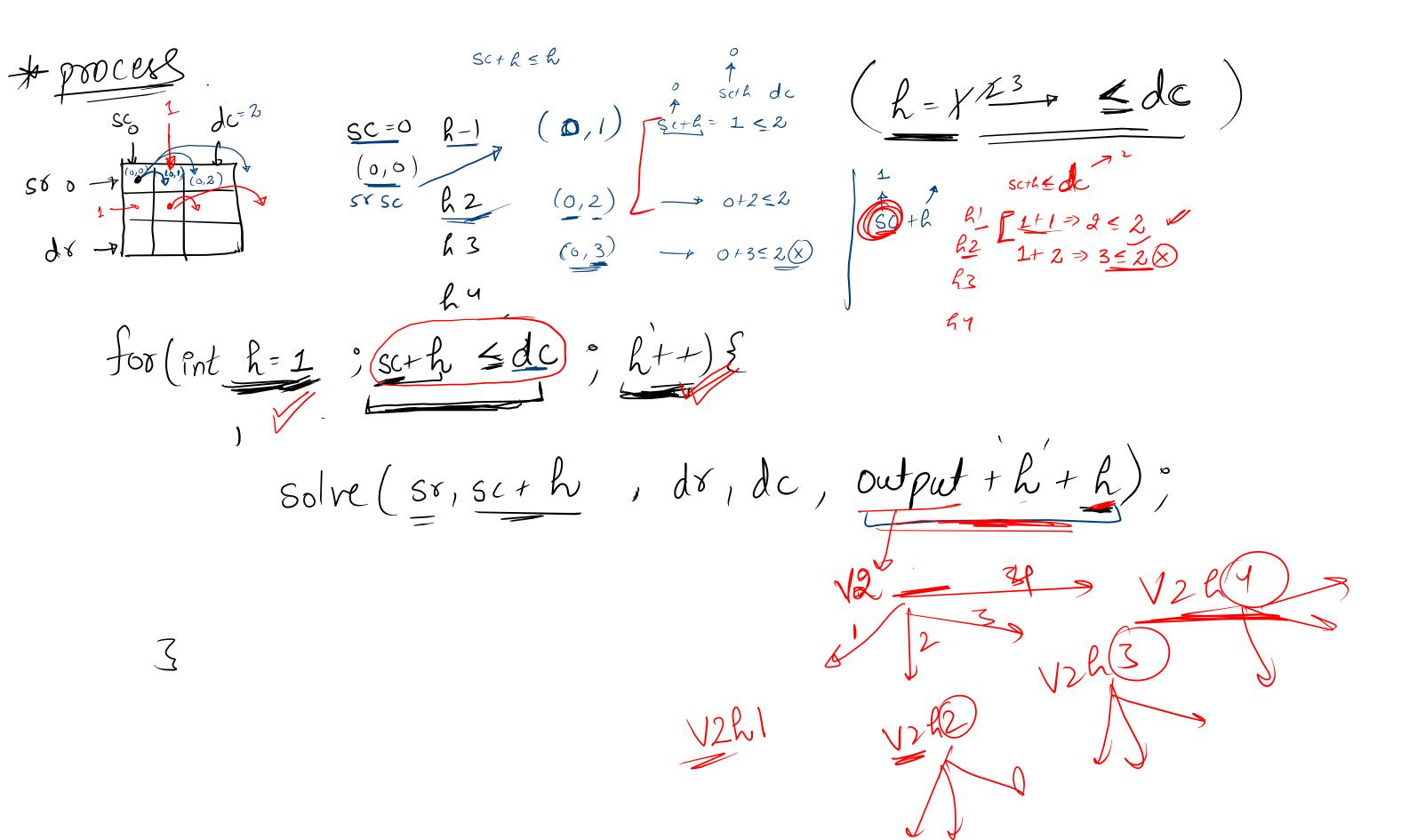
point (output);

return;



$$ds = n-1$$

$$dc m-1$$



Scth & dk fos(int v=1), sstv = ds, vtt)solve (sx+V, sc, dx, dc, o+'v+V);

```
public static void solve(int sr, int sc, int dr, int dc, String output) {
   //Write your code here
   //base case
   if(sr == dr \&\& sc == dc){
       System.out.println(output);
       return;
   //horizonal jumps
   for (int h = 1; sc + h \le dc; h++) {
       solve(sr, sc+h, dr, dc, output+'h'+h);
   //vertical jumps
    for(int v =1 ; sr + v <=dr ; v++ ) {
       solve(sr + v , sc , dr , dc , output+'v' + v);
   //diagonal jumps
   for(int d =1; sr + d <= dr && sc + d <= dc; d++){
        solve(sr + d , sc + d , dr , dc , output+'d' + d);
```

GET Subsequence f (abc, " f (abc; ") f(abc,"a") f(abc;ab') f(abc;a'')f (abc, abc) f (abc, abd)

```
public static void solve(String str , int idx , String output, ArrayList<String>ans) {
   if(idx == str.length()){
        if(!output.isEmpty()){
         ans.add(output);
        return ;
   //include call
    solve(str,idx+1,output+str.charAt(idx),ans);
   //exclude call
    solve(str,idx+1,output,ans);
public static ArrayList<String> generateSubsequences(String str)
   ArrayList<String>ans = new ArrayList<>();
   solve(str,0,"",ans);
   Collections.sort(ans);
  return ans;
```

Old Phone Keypad

```
static String[] val={
    " ", "ABC", "DEF", "GHI", "JKL", "MNO", "PQRS", "TU", "VWX", "YZ"
};
static void solve(int n , int[]keys , int idx , String output , ArrayList<String>ans){
   if(idx == n)
   ans.add(output);
   return;
   int number = keys[idx];
   String temp = val[number];
   for(int i = 0 ; i<temp.length();i++){</pre>
     char ch = temp.charAt(i);
     solve(n, keys, idx+1, output+ch, ans);
static ArrayList <String> OldPhone(int n, int[] keys) {
    ArrayList <String>ans = new ArrayList<>();
    solve(n, keys, 0, "", ans);
    return ans ;
```

```
public static ArrayList<String> getStairPaths(int n) {
   ArrayList<String> arr = new ArrayList<>();
   helper(n,"",arr);
   return arr;
static void helper(int n,String result,ArrayList<String> arr) {
   if(n == 0){
        arr.add(result);
        return;
   if(n<0)return;
    for(int i=1;i<=3;i++) {
       helper(n-i, result+i, arr);
```

Get Maze Paths

```
public static ArrayList<String> getMazePaths(int sr, int sc, int dr, int dc) {
  ArrayList<String> arr = new ArrayList<>();
  solve(sr,sc,dr,dc,arr,"");
  return arr;
static void solve(int sr,int sc,int dr,int dc,ArrayList<String> arr,String output) {
   if (sr == dr && sc == dc) {
        arr.add(output);
        return;
   //horizontal
   if(sc < dc){
        solve(sr,sc+1,dr,dc,arr,output+"h");
   //vertical
   if(sr < dr) {
        solve(sr+1,sc,dr,dc,arr,output+"v");
```

Get Maze Paths

```
public static ArrayList<String> allPossiblePaths(int n, int m) {
    ArrayList<String> arr = new ArrayList<>();
    solve(0,0,n-1,m-1,arr,"");
    return arr;
static void solve(int sr, int sc, int dr, int dc, ArrayList<String> arr, String output) {
    if(sr == dr && sc == dc) {
        arr.add(output);
        return;
    //horizontal moves
    for (int i=1; i<=2; i++) {
        if (sc+i <= dc) {
            solve(sr,sc+i,dr,dc,arr,output+"h"+i);
    //vertical moves
    for(int i=1;i<=2;i++){
        if(sr+i <= dr){
            solve(sr+i,sc,dr,dc,arr,output+"v"+i);
    for(int i=1;i<=2;i++){
        if (sr+i <= dr && sc+i <= dc) {
            solve(sr+i,sc+i,dr,dc,arr,output+"d"+i);
```