

# ① Spell checker

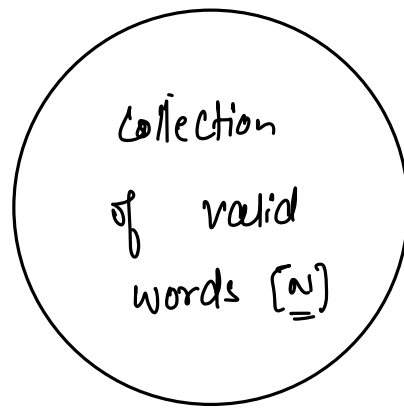
playground

loyal

friend

lyfe

length  $\rightarrow l$ .



HashSet<String>

T.C  $\rightarrow O(l)$   
because of hashcode  
+  
char by char comparison.

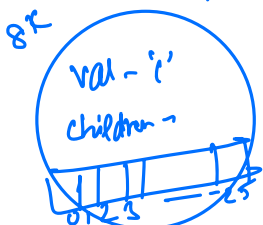
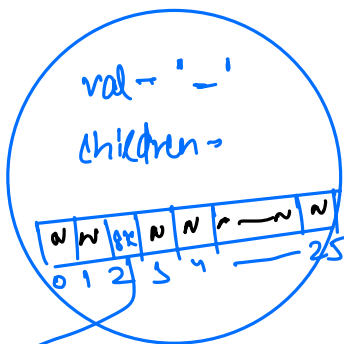
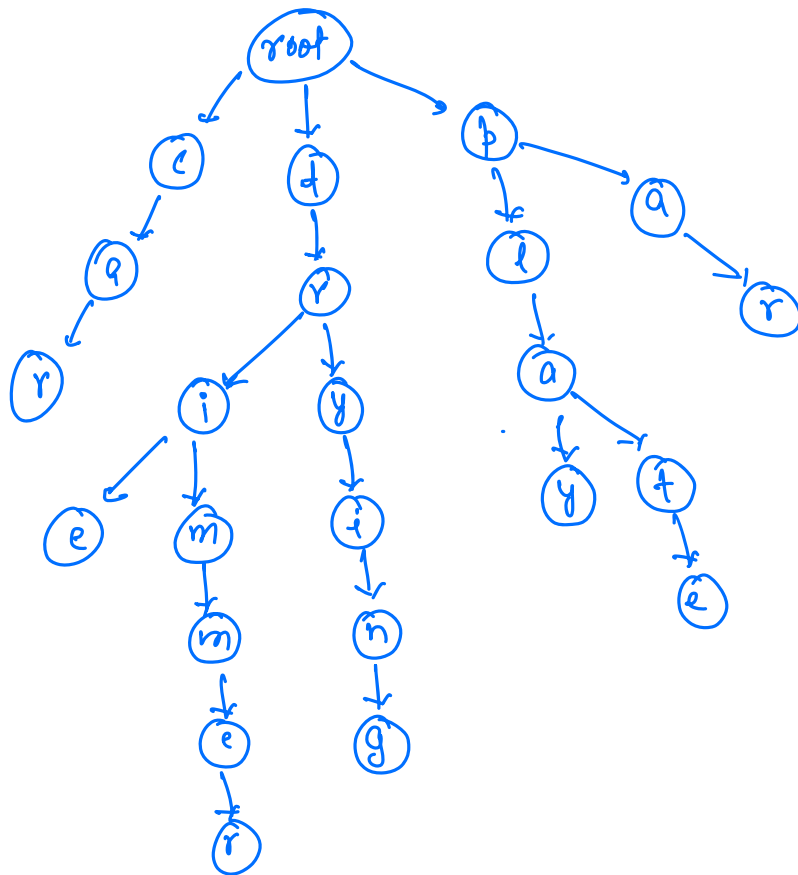
Tric.

- ↳ hierarchical data structure
- ↳ prefix-tree
- ↳ It is used for information retrieval.

It is a data-structure which stores the information from top to down.

dict →

try	trim	trie	play	trying
plate	car	par	trimmer	pla



class Node {

char val;

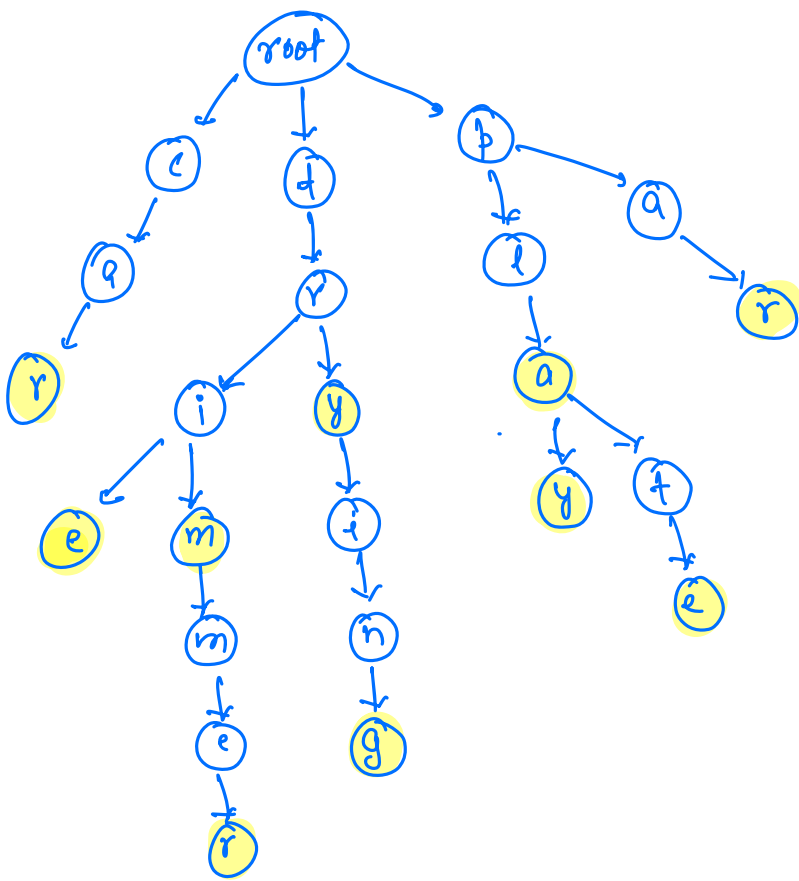
Node children[26];

public Node(char v){

val = v;

children = new Node[26];

}



search(trie) → true

search(trim) → true.

search(tri) → X

search(pla) → true.

class Node {

char val;

Node children[26];

boolean eow;

public Node(char v){

val = v;

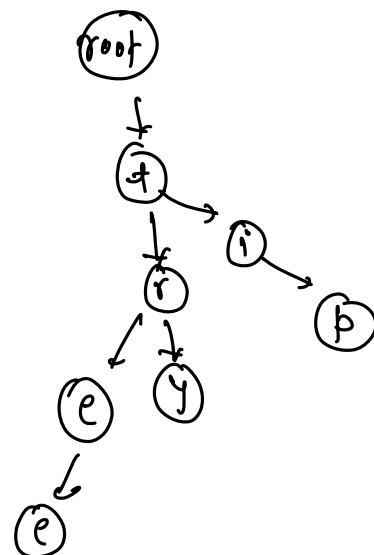
children = new Node[26];

eow = false;

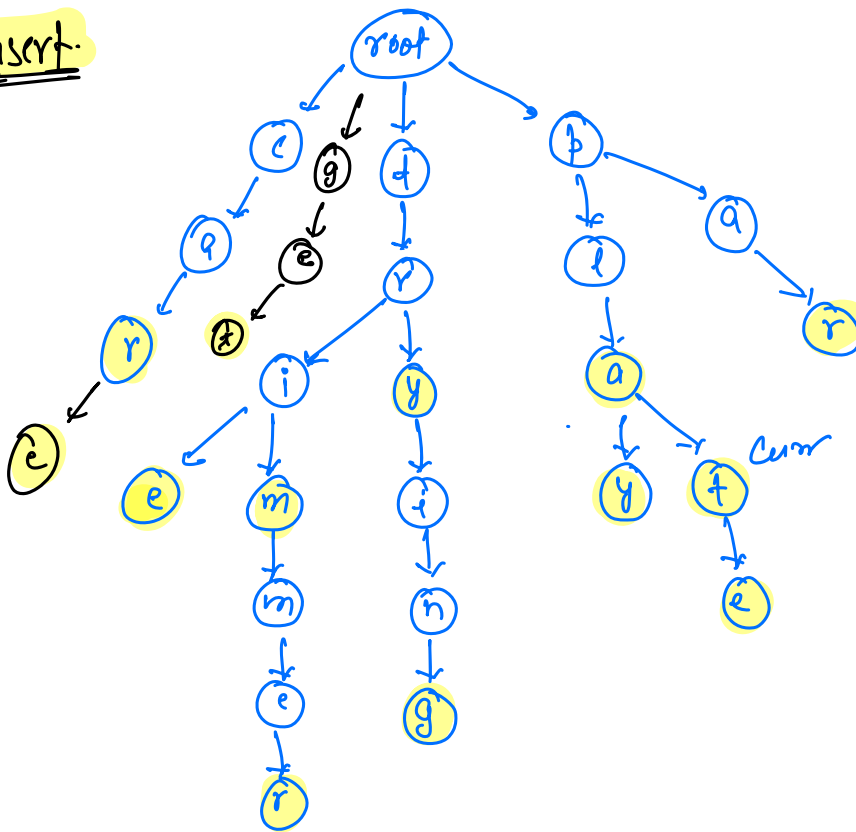
}

}

tree, try, tip



# insert.



✓ insert("care");

✓ insert("get");

✓ insert("plot");

0	1	2	3	4	5	6	7	—	—	26
↓	↓	↓	↓	↓	↓	↓	↓			↓
a	b	c	d	e	f	g	h			25

# code.

```
void insert ( Node root , String word ) {
```

```
    Node curr = root;
```

```
    for ( int i = 0; i < len(word); i++) {
```

```
        char ch = word[i];
```

```
        if ( curr.children [ch - 'a'] == null ) {
```

```
            {
                curr.children [ch - 'a'] = new Node (ch);
            }
```

```
        curr = curr.children [ch - 'a'];
```

```
    }
```

```
    curr.isWord = true;
```

a → 'a' → 0  
b → 'b' → 1  
c → 'c' → 2  
d → 'd' → 3  
e → 'e' → 25

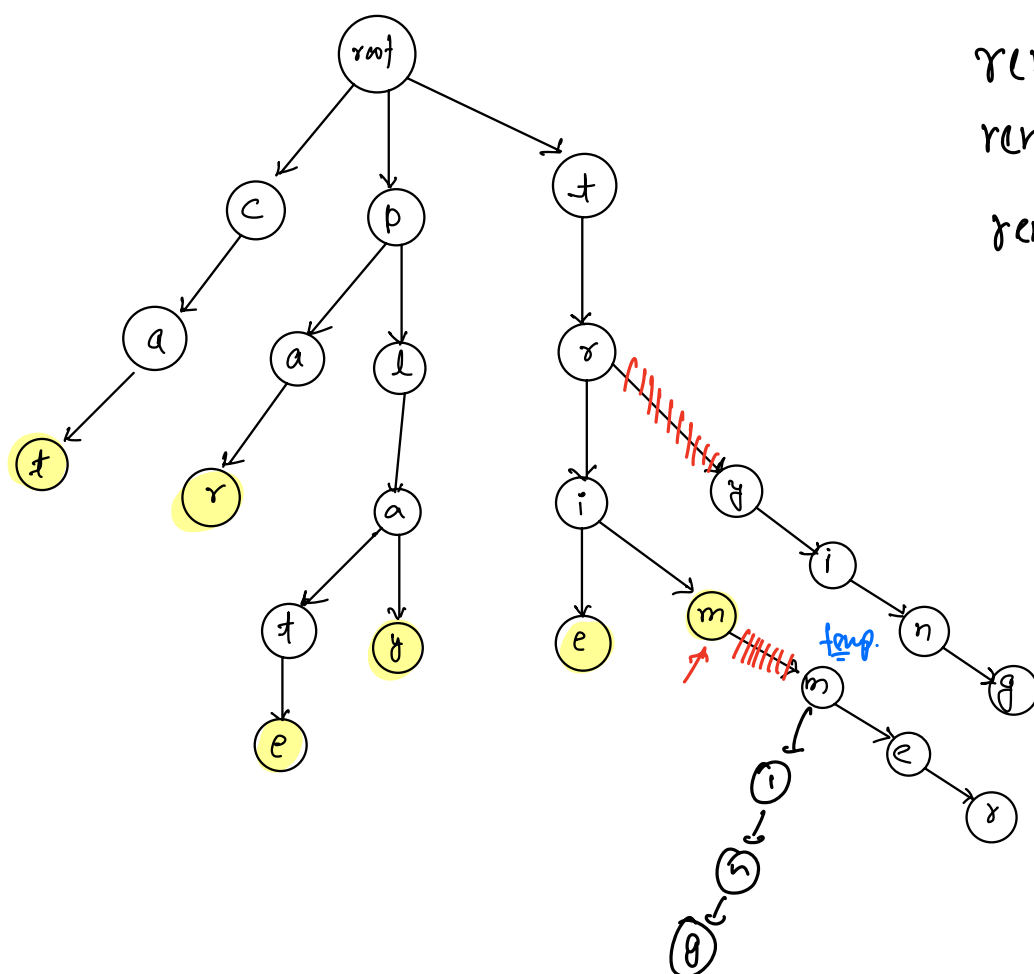
T.C → O(L)  
S.C → O(L)

## # Search.

```
boolean search (Node root, String word) {  
    Node curr = root;  
    for (int i = 0; i < len(word); i++) {  
        char ch = word[i];  
        if (curr.children[ch - 'a'] == null) {  
            return false;  
        }  
        curr = curr.children[ch - 'a'];  
    }  
    return curr.isWord;  
}
```

$\left[ \begin{array}{l} T.C \rightarrow O(l) \\ S.C \rightarrow O(1) \end{array} \right]$

## #1 deletion.



- remove (toy)
- remove (trimmer)
- remove (trying)

$$nL \rightarrow y$$

↗ curr

- ① if word, that we want to remove, is a prefix to another word, then we can't remove any no. of nodes.

- ② Nodes that can't be removed from trie →

→ node when row is marked as true;

→ nodes which have more than 1 children.

# pseudo-code.

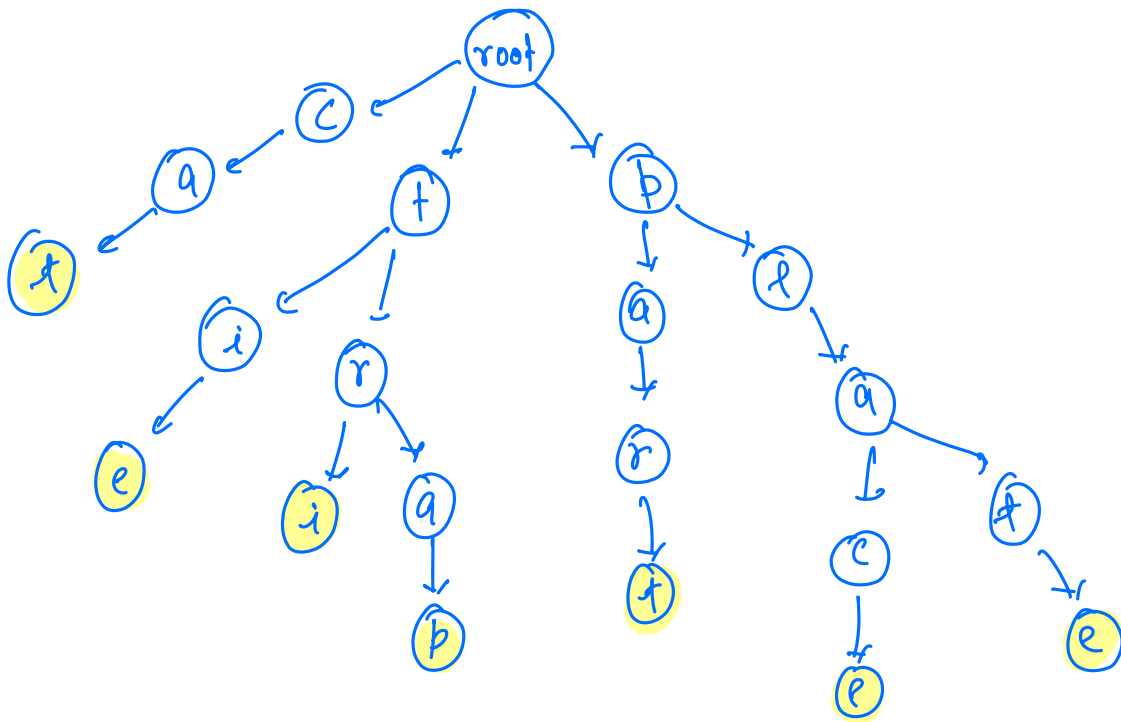
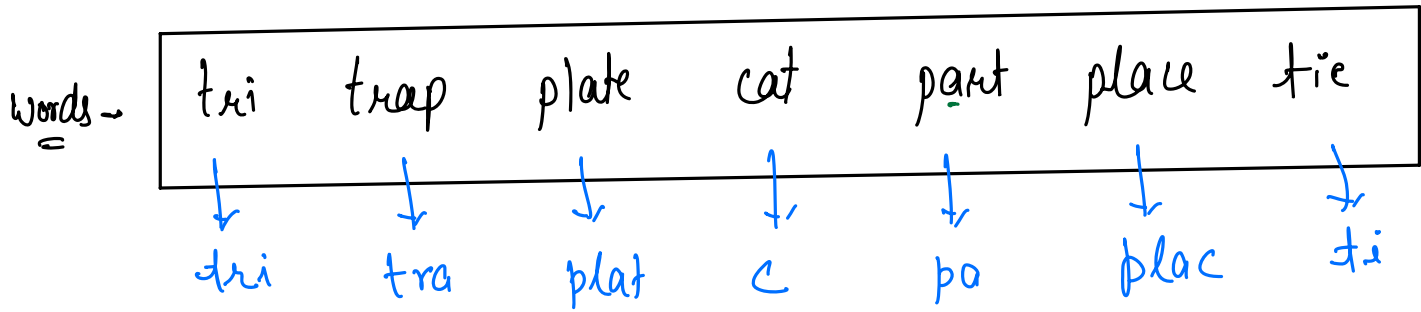
```
void deleteNode (Node root, String word) {  
    Node curr = root, temp → root, nc → word[0];  
    for (i = 0; i < len(word); i++) {  
        char ch = word[i];  
        int count = 0; // no. of children of curr node  
        for (j = 0; j < 26; j++) {  
            if (curr.children[j] != NULL) {  
                {  
                    count++;  
                }  
            }  
        }  
        if (count > 1 || curr.eow == true) {  
            {  
                temp = curr; nc = word[i];  
            }  
            curr = curr.children[ch - 'a'];  
        }  
        curr.eow = false;  
        count = 0;  
        for (j = 0; j < 26; j++) {  
            if (curr.children[j] != NULL) {  
                {  
                    count++;  
                }  
            }  
        }  
        if (count == 0) { temp.children[nc - 'a'] == NULL }  
    }  
}
```

T.C →  $O(L)$   
S.C →  $O(1)$

}

Q.1 Find shortest unique prefix to represent each word.

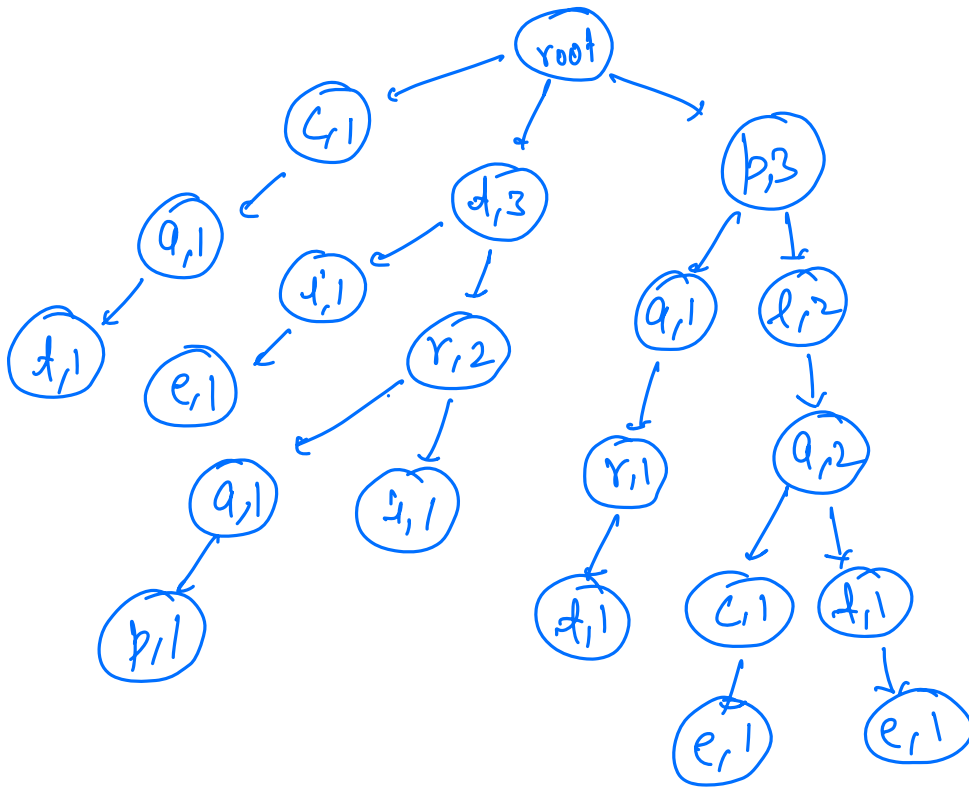
Note • Assume that no word is prefix of another word.  
In other words, the representation is always possible.



→ for every word, find the last node with no. of children > 1.  
ans → all characters till this node + next character



tri	trap	plate	cat	part	place	tie
↓	↓	↓	↓	↓	↓	↓
dri	tra	plat	c	pa	plac	ti



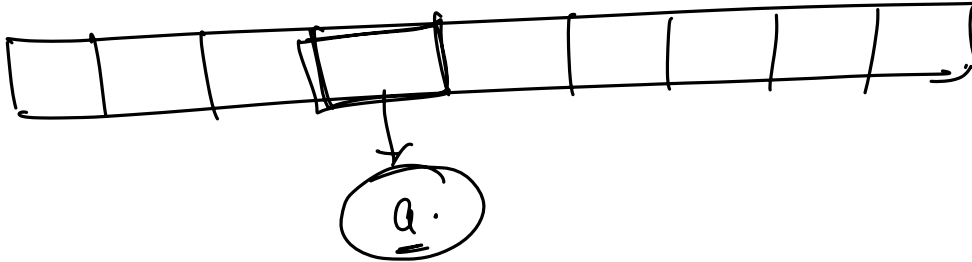
blac

insert words in the trie by maintaining the frequency of prefix-characters.

# Strings Pattern Matching (Rabin Karp)



String a → hashcode → [0 to n-1]



Str →      0   1   2   3   4   —   —   n-1      (n)

          ↑

$$\underline{s[0] \times 31^{n-1} + s[1] \times 31^{n-2} + \dots + s[n-1] \times 31^0}$$

100% PSP ⇒ Target