

Leran:

https://medium.com/@timpark0807/leetcode-is-easy-the-interval-pattern-d68a7c1c841

```
def merge(intervals):
intervals.sort()
result = [intervals[0]]
# Iterate over the input intervals
for interval in intervals[1:]:
      interval 2 = result[-1]
   # If they overlap, merge them.
    if do overlap(interval, interval 2):
          merged front = min(interval[0], interval 2[0])
          merged back = max(interval[1], interval 2[1])
          result[-1] = [merged front, merged back]
    # If they don't overlap, check the next interval.
      else:
         result.append(interval)
return result
def do overlap(interval 1, interval 2):
front = max(interval 1[0], interval 2[0])
```

```
back = min(interval_1[1], interval_2[1])
return back - front >= 0
```

Code

```
class Solution {
    func merge( intt: [[Int]]) -> [[Int]] {
    let intervals = intt.sorted(by: {$0[0] < $1[0]})</pre>
    var res:[[Int]] = [intervals[0]]
    for i in 1..<intervals.count {</pre>
        let temp = res.last!
        if checkIfOverlap(temp,intervals[i]) {
            let b = intervals[i]
            let front = min(temp[0], b[0])
            let back = max(temp[1],b[1])
            res[res.count-1] = [front,back]
        } else {
            res.append(intervals[i])
        }
    return res
    }
    func checkIfOverlap(_ a:[Int], _ b:[Int]) -> Bool {
        let front = max(a[0],b[0])
        let back = min(a[1],b[1])
        return back-front >= 0 ? true : false
    }
}
```