

C++ Ban'g

#include

&lt;bits/stdc++.h&gt; ⇒ STL

#include &lt;bits/stdc++.h&gt; // header file

using namespace std;

containers

#include &lt;vector&gt;

X

```
int main() {
    int a; cin >> a; // input
    cout << a; // print
}
```

3

Input → cin >> a

Print → cout

C++ STLStandard Template LibraryAlgorithms

- ① sort (start address, end address) ✓
- ② binary-search (start address, end address, value to find) ✓
- ③ reverse (first-iterator, second-iterator) ✓

2

10/5

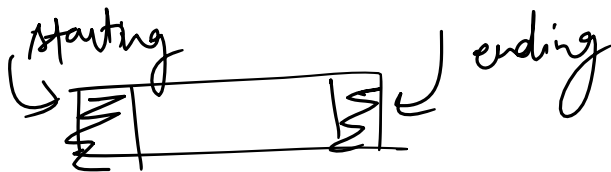
Containers• vectorDynamic size array

★★

]

1. begin() - Returns an iterator pointing to the first element in the vector
2. end() - Returns an iterator pointing to the theoretical element that follows the last element in the vector
1. size() - Returns the number of elements in the vector.
3. front() - Returns a reference to the first element in the vector
4. back() - Returns a reference to the last element in the vector

1. assign() - It assigns new value to the vector elements by replacing old ones
2. push\_back() - It push the elements into a vector from the back
3. pop\_back() - It is used to pop or remove elements from a vector from the back.
4. insert() - It inserts new elements before the element at the specified position
5. erase() - It is used to remove elements from a container from the specified position or range.
6. swap() - It is used to swap the contents of one vector with another vector of same type. Sizes may differ.
7. clear() - It is used to remove all the elements of the vector container
8. emplace() - It extends the container by inserting new element at position
9. emplace\_back() - It is used to insert a new element into the vector container, the new element is added to the end of the vector



★★ Deque (Double ended queue) ←

★ insertion & deletion at both ends

push-front() ✓  
 push-back() ✓  
 pop-front() ✓  
 pop-back() ✓

★★ queue (Implemented form of queue DS)

• push }  
 • pop }



• push  
 • pop  
 • front  
 }  
 \*\*\* stack (Implemented form) → LIFO  
 push ✓  
 pop ✓  
 top ✓

\*\*\* priority-que (To use heap) ✓✓

\*\*\* set → value sorted and unique

\*\*\* multiset → sorted by unique (multiple occurrences)

\*\*\* map → {key, value}

\*\*\* unordered\_set

\*\*\* unordered\_map

\*\*\* pair (Dt<sub>1</sub>, Dt<sub>2</sub>) →

\*\*\* vector (container) → Dynamic Array

#include <vector>  
 ↑  
 functionality

C++  
 int n;   
 cin >> n;   
 int arr[n];

@ #include <bits/stdc++.h>

X

Initialise

vector<int> arr (6, 0);  
 ↑  
 vector<int> arr; // Empty

0 0 0 0 0 0

1 2 3 4 5 6

vector<int> arr;

1	2	3	2	5	5	6
0	1	2	3	4	5	

Input

```
int size;
cin >> size; vector<int> arr(size);
for(int i=0; i<size; i++) {
    cin >> arr[i];
}
```

Output

```
for(int i=0; i<size; i++) {
    cout << arr[i];
}
```

\* push\_back()  
 \* pop\_back()  
 \* size()

```
arr.push_back(6);
arr.pop_back();
```

arr.size()

set

1	1	1	1	2	2	3	3
---	---	---	---	---	---	---	---

unordered\_set  
 unique, sorted  
 { 2, 1, 3 }

S { 1, 2, 3 } ✓

{ 1: Anurag  
 2: Uttam  
 }

map  
 keys sorted order

unordered\_map  
{ 2: Uttam  
  1: Amanesh

key, value  
pair (unique)  
but not sorted ✓✓

[ pair<int, string>  
  &1: "Prigandhu"]

## Recursion

Recursion:- A function calls itself. X

```
void func1() {  
    cout << "Recursion" << endl;  
    func1();  
}
```

```
int main() {  
    func1();  
}
```

Infinite  
Recursion  
Recursion

\*\*\*  
function fn Activation  
Record at stack  
memory at save elmt

stack  
overflow

!  
.  
.  
.  
∞

Stack

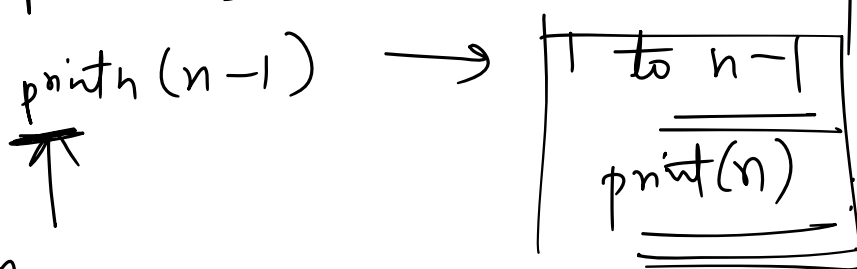
★ Recursion:- A function calls itself to reduce some problem into smaller problem.

Print 1 to n

void printn(int n)  $\rightarrow$  1 to n

Hypothesis

void printn(~~n~~)  $\rightarrow$  1 to n -



Recursion

① Hypothesis

② smaller version me kaha krke dega

③ kyu krta hai print krta hai

① printn(n)  $\rightarrow$  1 to n

② printn(n-1)  $\rightarrow$  1 to n-1 ④

③ print(n)

// Base Case

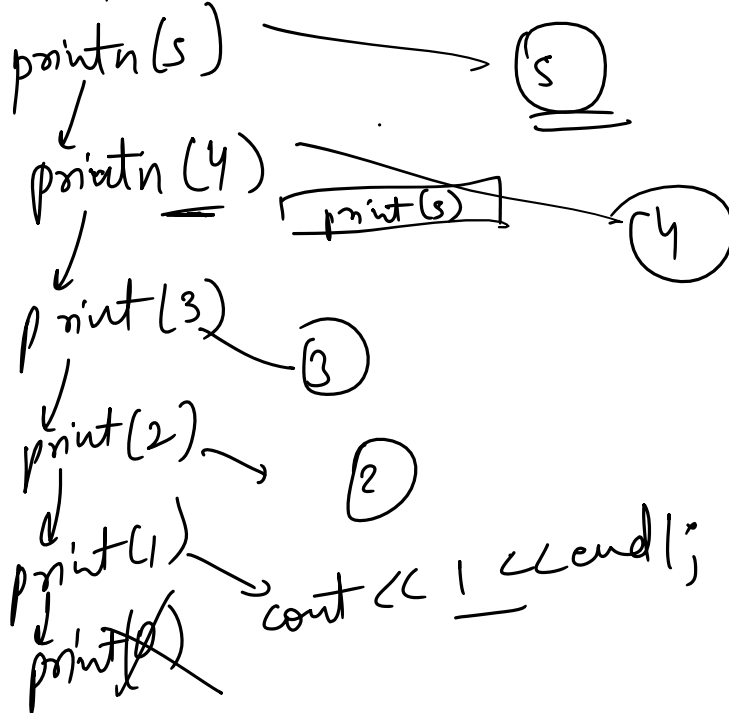
void printn(int n) {  
if (n < 1) return;

printn(n-1);  $\rightarrow$  1 to n-1

up-  
 $\text{print}(n-1); \rightarrow \underline{1 \text{ to } n-1}$   
 $\text{cout} < n < \text{endl};$

1 2 3 4 5

Order of Execution  
 $n=5$



1 2 3 4 5  
 ↑

print n to 1

hypothesis  
 $\text{print}_2(n) \rightarrow n \text{ to } 1$   
 $\text{print}_2(n-1) \rightarrow n-1 \text{ to } 1$

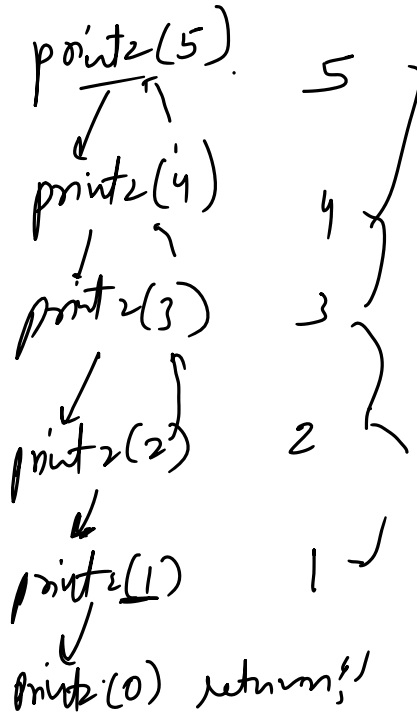
```

void print2(int n) {
    if (n < 1) return;
    print(n);
    print2(n-1);
}
  
```

1/Scope of function

$n=5$   
 $\text{print}_2(5)$   
 5 4 3 2 1

"function"



5 4 3 2 1  
6/P

Easy

Hypothesis  
smaller input  
Extra  
Base

Recursion  
backtracking

Choice  
Diagram

Decisions

Interview

**Important**

IP "ABC" / [1, 2, 3]

O/P All subsets of this string

{1, 2, 3}

create

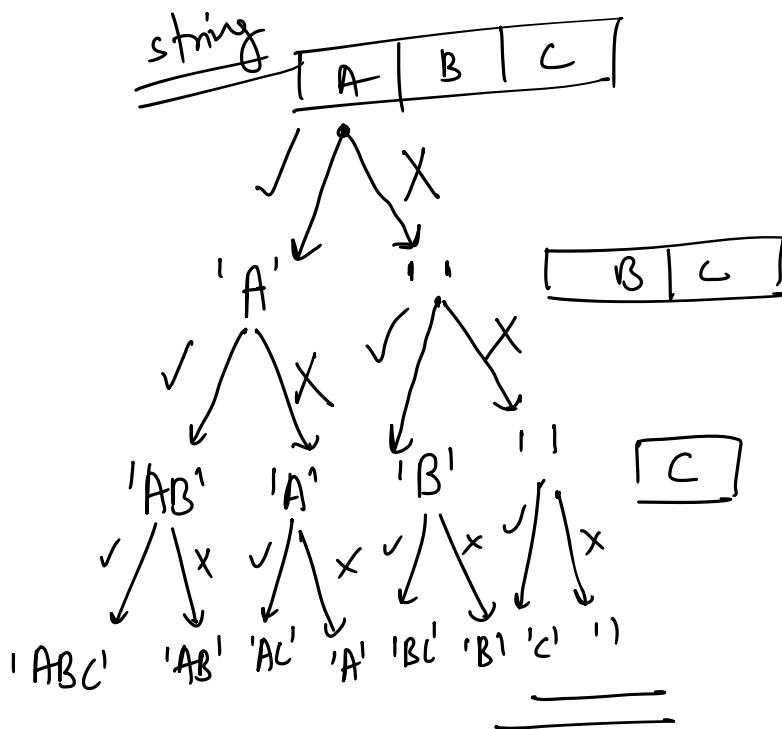


$[ \{ \}, \{1\}, \{2\}, \{3\}, \{1,2\}, \{2,3\}, \{3,1\}, \{1,2,3\} ]$

String  $\rightarrow$  array of char

$\{ 'A', 'B', 'C', 'AB', 'BC', 'CA', 'ABC' \}$

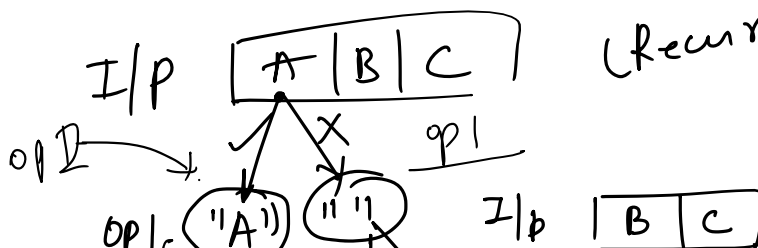
\*\*\* अगर कौन Choice given है और उन Choices से related जो decision लेने है जो जो Recursion से ही solve होगा।।



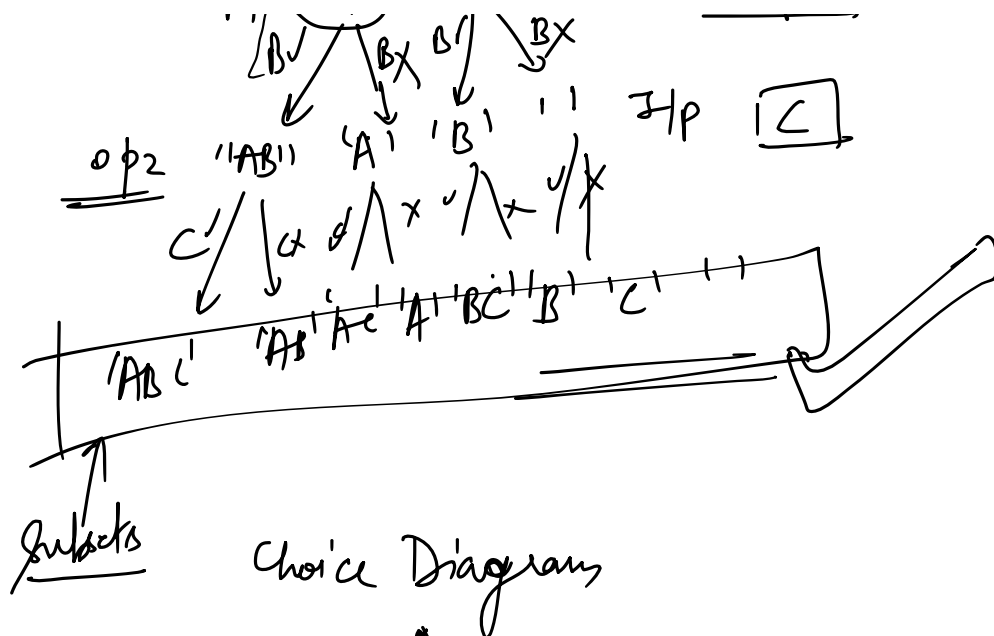
$\{ 'ABC', 'AB', 'AC', 'A', 'BC', 'B', 'C', ' ' \}$

Recursion

Choice



(Recursive Tree)



[String] o/p

```
vector<string> func1 (string &ip) {
    vector<string> ans;
    string temp; //
    solve(ans, temp, 0, ip);
    return ans;
}
```

0	1	2	3
A	B	C	

Arrows point from the bottom of the table to the 'x' marks in the next block.

```
void solve(vector<string> &ans, string temp, int i,
    string ip) {
```

```
    if (i == ip.length()) {
        ans.push_back(temp); return;
    }
```

Choice Diagram

# recursion Diagram

```

String op1 = temp; // Not Include
String op2 = temp; // Include
op2 += ip[i];
solve(ans, op1, i+1, ip);
solve(ans, op2, i+1, ip);
    
```

[ ]  
" "

i  
A B C  
op1 = ""  
// Not Include  
op1 = "A"

solve([ ], "A", 1, ABC)

op1 = "A"  
op2 = "B"

solve([ ], "A", 2, ABC) solve([ ], "B", 2, ABC)

op2 = "C" op1 = ""  
solve([ ], "C", 3, ABC)  
solve([ ], "C", 3, ABC)

[ "C", "A", "B", "C", "B", "A", "AB", "AC", "ABC" ]

solve([ ], "", 0, ABC)

op2 = ""  
// Include  
op2 = "A"

solve([ ], "A", 1, ABC)

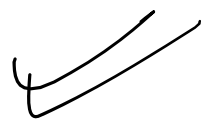
B  
op2 = "AB" op1 = "A"

s1(AB, 2, ABC) s1(A, 2, ABC)

op1 = "AB" op2 = "ABC" AC A

ABC AB

All subsets (leetcode) → ✓  
(GFG) → ✓



You are given a string s. You need to reverse the string.

Example 1:

Input:  
s = Geeks  
Output: skeeG

Example 2:

Input:  
s = for  
Output: rof

I/p Geeks  
O/p skeeG

G	e	e	k	s
---	---	---	---	---

O/p 

s	k	e	e	G
---	---	---	---	---

A1 

G	e	e	k	s
---	---	---	---	---

  
*(i)* ~~i~~ ~~x~~ ~~x~~ ~~x~~ ~~x~~

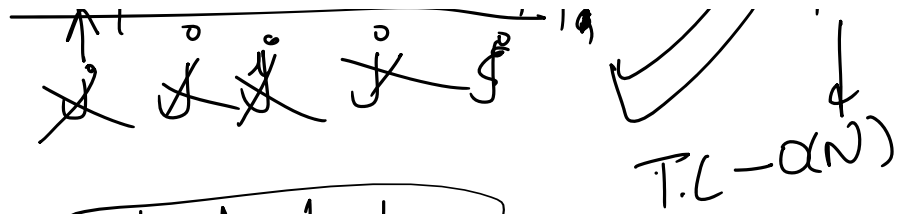
A2 

s	k	e	e	G
---	---	---	---	---

  
~~x~~ ~~x~~ ~~x~~ ~~x~~ ~~s~~

(N) { T.C - O(2N)  
S.C - O(N) }

(N) Input array  
+1 size



O/p 

s	k	e	e	g
---	---	---	---	---

String  $A_2(A_1.size())$ ; ~~\*~~ span

int  $i = A_1.size() - 1$ ,  $j = 0$ ;

while ( $i > 0$ ) {

$A_2[j] = A_1[i]$ ;

$j++$ ;  $i--$ ;

Time

T.C -  $O(N)$   
S.C -  $O(N)$

\*\*\*

2 pointer Approach

g	e	e	k	s
---	---	---	---	---

steps

- ① 1-point. (Starting index)
- ② 2-pointer (ending index)

g	e	e	k	s
$i$				$j$

s	e	e	k	g
---	---	---	---	---



Given an array **A** of size **N** of integers. Your task is to find the sum of **minimum** and **maximum** element in the array.

**Example 1:**

**Input:**

**N** = 5

**A[]** = {-2, 1, -4, 5, 3}

**Output:** 1

**Explanation:** min = -4, max = 5. Sum = -4 + 5 = 1

-2 | 1 | -4 | 5 | 3

maximum = 5  
minimum = -4

(2) Ans

maximum

-2 | 1 | -4 | 5 | 3

maximum = 5

int maximum = INT\_MIN;

for (int i = 0; i < n; i++) {

if (A[i] > maximum) {

maximum = A[i];

}

}

int minimum = INT\_MAX;

minimum = -4

for (int i = 0; i < n; i++) {

if (A[i] < minimum) {

minimum = A[i];

}

}

T.C - O(N)

S.C - O(1)

-2 | 1 | -4 | 5 | 3

-2	1	-4	5	3
----	---	----	---	---

min = -2  
max = -2

current element  
मिलेगा वो अगर  
दोनों current minimum  
से छोटा होगा तो  
वो maximum को update  
करे ही नहीं सकता

if minimum = A[0],  
maximum = A[0];

for (int i = 1; i < n; i++) {  
if (A[i] < minimum) {  
minimum = A[i];  
continue;  
}

if (A[i] > maximum) {  
maximum = A[i];  
}

min = -4  
max = 5

-2	1	-4	5	3
----	---	----	---	---

5 - 4 = 1 ✓

T.C - O(n)  
S.C - O(1)