

Success Details >

Runtime: 12 ms, faster than 52.51% of C++ online submissions for Keys and Rooms.

Memory Usage: 10.7 MB, less than 26.59% of C++ online submissions for Keys and Rooms.

Next challenges:

Graph Valid Tree

Show off your acceptance:

f

t

in

| Time Submitted | Status | Runtime | Memory | Language |
|------------------|----------|---------|---------|----------|
| 11/29/2021 08:38 | Accepted | 12 ms | 10.7 MB | cpp |

```
1 class Solution {
2 public:
3     bool
    canVisitAllRooms(vector<vector<int>>
    &rooms) {
4         unordered_set<int> reached;
5         queue<int> q;
6         q.push(0);
7         while (!q.empty()) {
8             int roomNumber = q.front();
9             q.pop();
10            reached.insert(roomNumber);
11            // cout << "Reached " <<
roomNumber << endl;
12            for (auto key :
rooms[roomNumber]) {
13                if (reached.count(key) == 0) {
14                    q.push(key);
15                }
16            }
17        }
18        return reached.size() ==
rooms.size();
19    }
20};
```