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Pascal's Triangle - II

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119. Pascal's Triangle II

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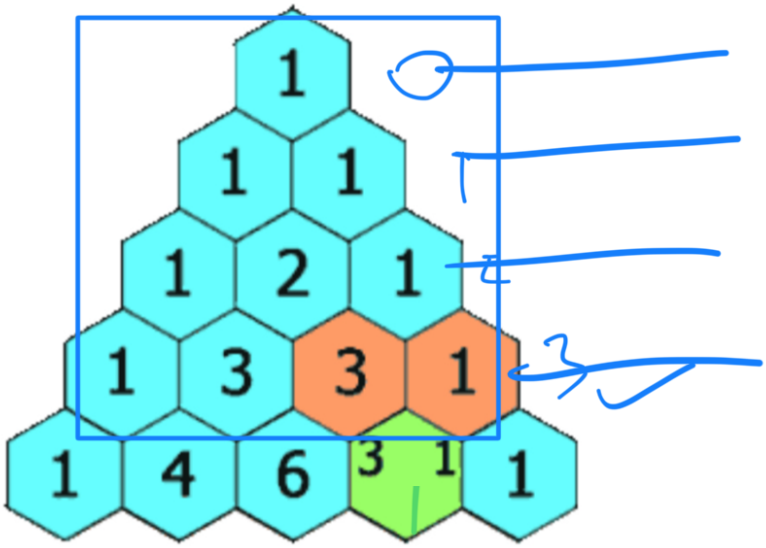
Given an integer `rowIndex`, return the `rowIndex`th (**0-indexed**) row of the **Pascal's triangle**.

In **Pascal's triangle**, each number is the sum of the two numbers directly above it as shown:

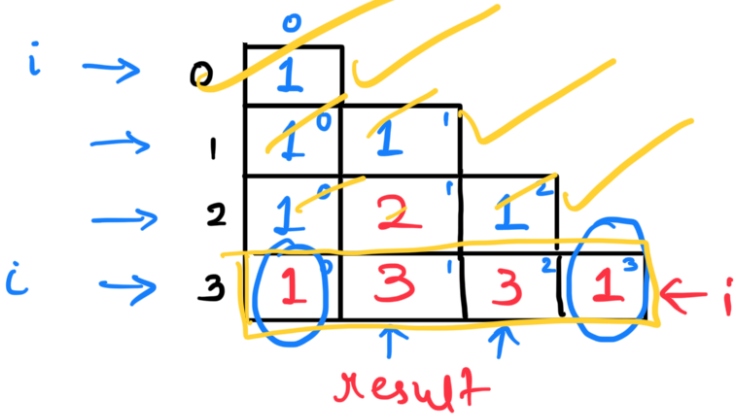


Example :- rowIndex = 3

Output = {1, 3, 3, 1}

Quick Revision of Pascal's Triangle - I

numRows = 4



return result[3];

```
for (i = 0; i < numIndex+1 ; i++){
```

prev

curr

```
vector<int> vec(i+1, 1);
for (j=1; j<i ; j++){
```

curr[j] = result[i-1][j] + result[i-1][j-1];

Curr[j] = Prev[j] + Prev[j-1];

result[i][j] = result[i-1][j] + result[i-1][j-1];

}

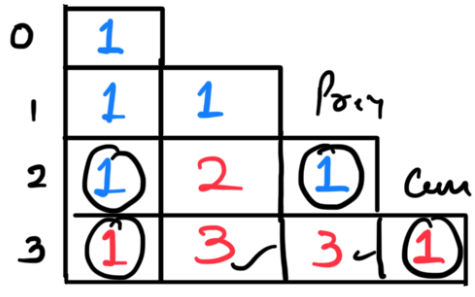
}

return result[numIndex];

Removing Extra Space :-

Vector <vector <int>> result (rowIndex+1) ;

0	1			
1	1	1	Prev	
2	1	2	1	Curr
3	1	3	3	1



i=0 Prev = { }
Curr = {1}

i=1 Prev = Curr = {1}

i=1

Curr = {1, 1}

---

i=2

Prev = Curr = {1, 1}

Curr = {1, 2, 1}

Curr[1] = Prev[1] + Prev[0]

= 1 + 1 = 2