## 

Output: true

```
Example 3:
  Input: s = "(]"
  Output: false
Example 4:
  Input: s = "([])"
  Output: true
Example 5:
  Input: s = "([)]"
  Output: false
Constraints:
• 1 <= s.length <= 10<sup>4</sup>

    s consists of parentheses only '() [] {} '.
```

## Java

```
class Solution {
  public boolean isValid(String s) {
    Stack<Character> stack = new Stack<>();

  for (char c : s.toCharArray()) {
    // If it's an opening bracket, push it to stack
    if (c == '(' || c == '{' || c == '[') {
        stack.push(c);
    }
    // If it's a closing bracket, check with top of stack
    else {
```

```
if (stack.isEmpty()) return false; // No opening bracket
          char top = stack.pop();
          if (c == ')' && top != '(') return false;
          if (c == '}' && top != '{') return false;
          if (c == ']' && top != '[') return false;
        }
     }
     // If stack is empty, everything matched correctly
     return stack.isEmpty();
  }
}
Javascript
* @param {string} s
* @return {boolean}
var isValid = function(s) {
  let stack = [];
  let map = {
     ')': '(',
     '}': '{',
     ']': '['
  };
  for (let char of s) {
     // If it's a closing bracket
     if (char in map) {
        // Pop the top element from stack, if empty use dummy value
        let top = stack.length > 0 ? stack.pop() : '#';
        // Check if it matches the corresponding opening bracket
        if (map[char] !== top) {
          return false;
        }
     } else {
        // If it's an opening bracket, push to stack
        stack.push(char);
     }
  }
  // If stack is empty, all brackets matched
  return stack.length === 0;
};
```

## **Python**

```
class Solution:
    def isValid(self, s: str) -> bool:
        bracket_map = {')': '(', '}': '{', ']': '['}

    stack = []

    for char in s:
        if char in bracket_map.values(): # If it's an opening bracket
            stack.append(char)
        elif char in bracket_map: # If it's a closing bracket
        if not stack or stack[-1] != bracket_map[char]:
            return False
            stack.pop()
        else:
            return False # Invalid character (not needed as per constraints)

return not stack # Stack should be empty if valid
```