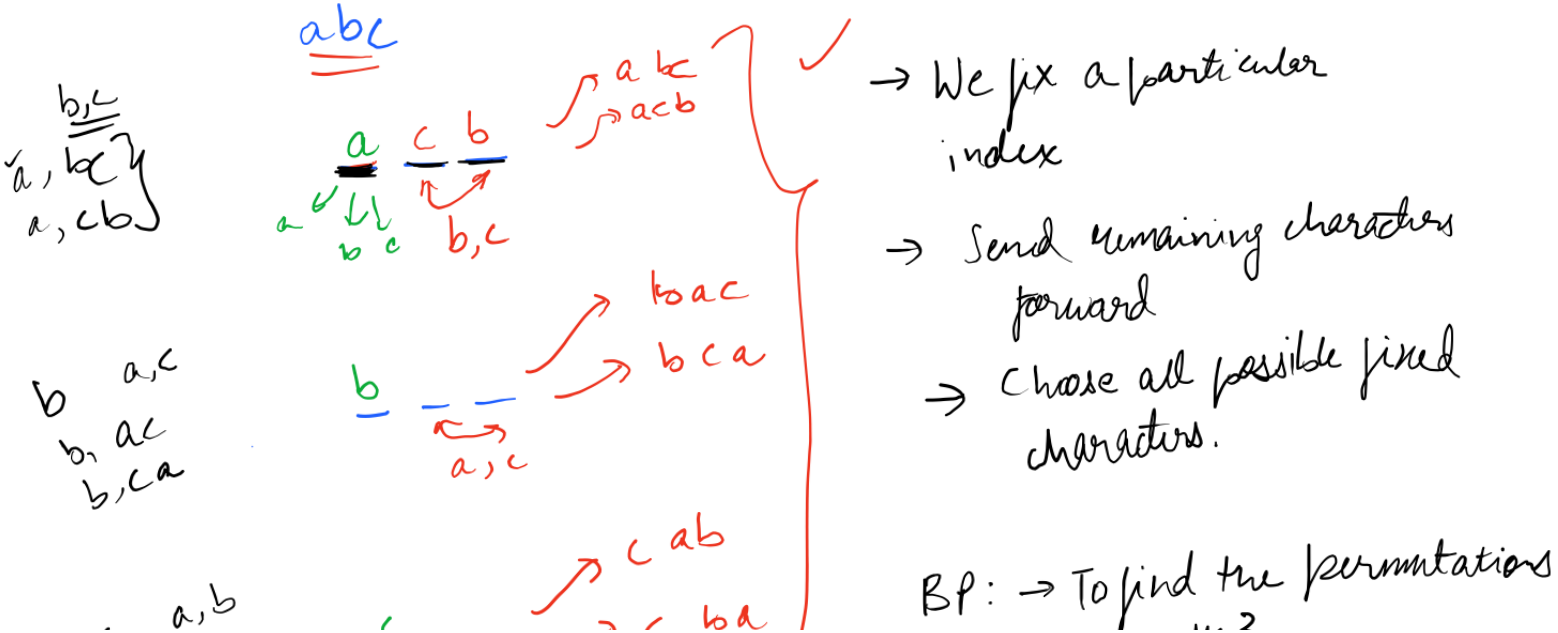
Permutation Printing

Friday, 16 February 2024 8:17 PM

Arrangements: a b c

abc
acb
bac
bca
cab
cba

Order is not maintained
All are of same length



→ We fix a particular index

→ Send remaining characters forward

→ Chose all possible fixed characters.

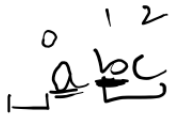
BP: → To find the permutations

of length 3

SP → To find permutations of length 2

SW → To add the fixed character to them and add possible combinations

BC ≡ Permutations of 0 length



remaining = substring(0,0) + substring(0+1) bc

rem-str(1) = subs(0,1) + subs(1+1);

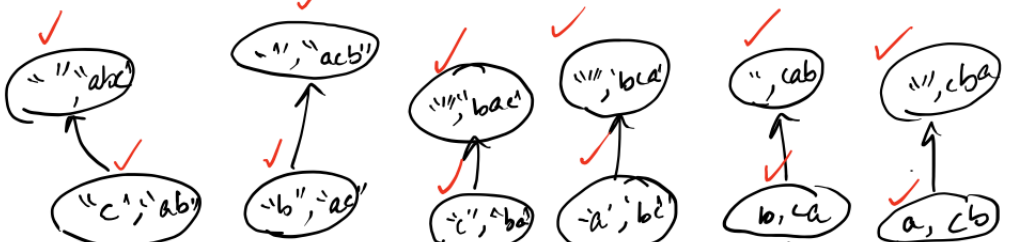
a + c = ac

ab

```
public static void permutationPrint(String ques, String asf)
  {
     if(ques.length()==0){
        System.out.println(asf);
        return;
     }
     for(int i=0;i<ques.length();i++){
        if(i>0 && ques.charAt(i)==ques.charAt(i-1))
           continue;

        char ch = ques.charAt(i);
        String remaining = ques.substring(0,i)+ques.substring(i+
1);

        permutationPrint(remaining,asf+ch);
     }
```

unique values

abc
acb
bac
bca
cab
cba



}

abc

"" + "bc"

bc

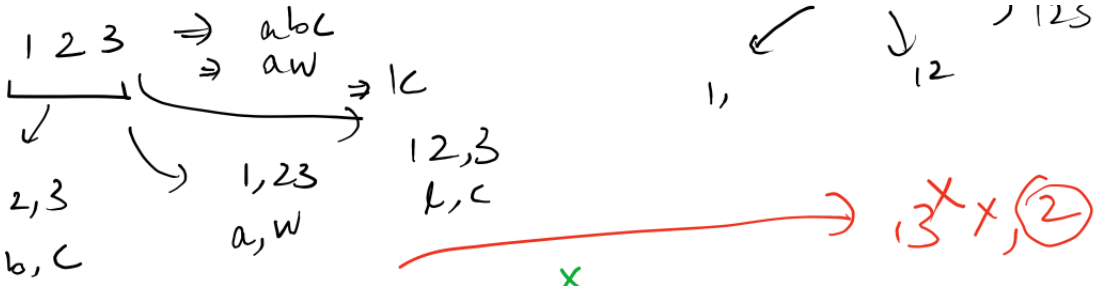
Friday, 16 February 2024
8:51 PM

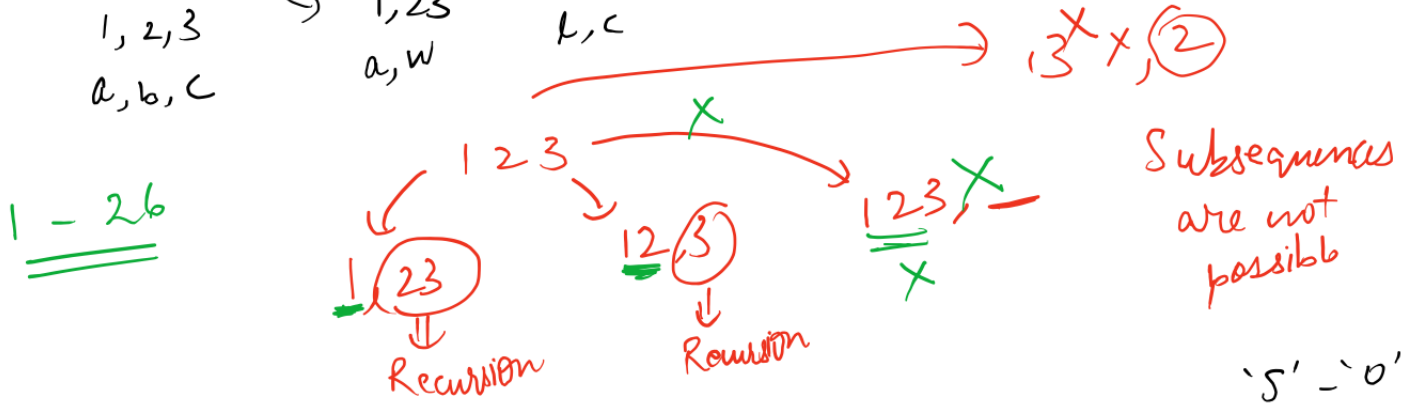
String Encodings

a, b, c, d, e, f, g, h, i, l ... w, x, y, z

1 2 3 4 5 6 ..... 23 24 25, 26

123





'5' - '0' = 5
(int)

'a' + 1 = 'b' ✓

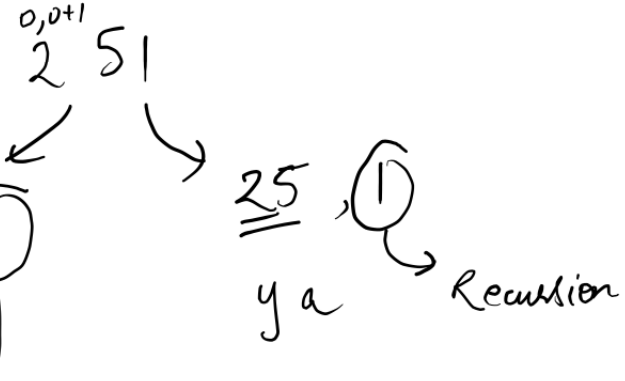
'a' + 3 = 'd' ✓

Steps

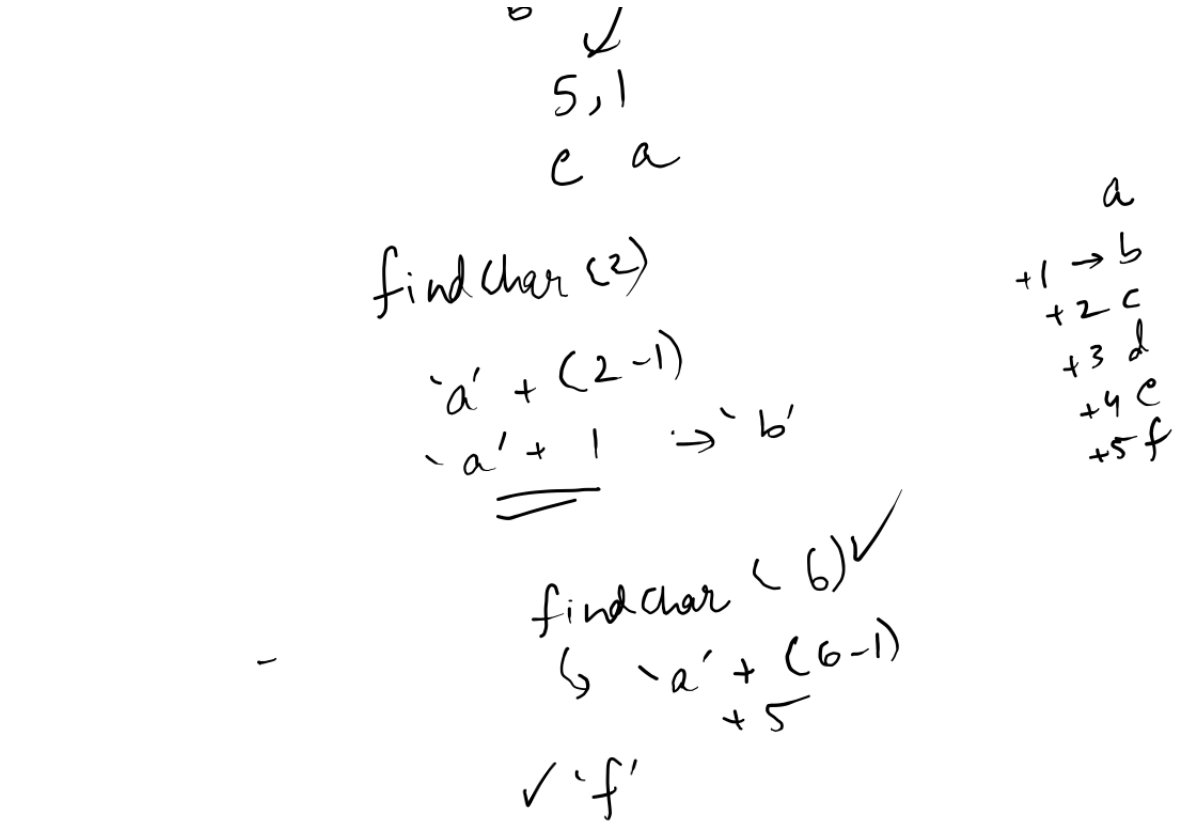
↳ Generate numbers from 1 to 26

↳ Ask recursion to get the results for remaining numbers

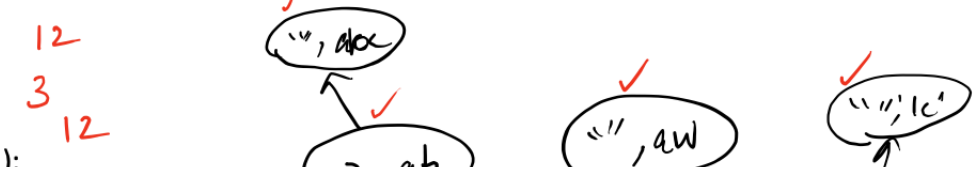
1-26



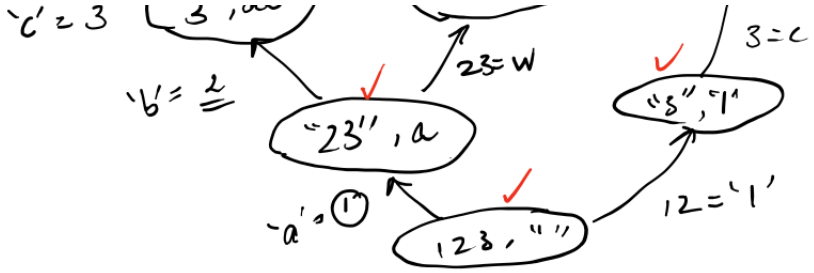
- bea
- ya

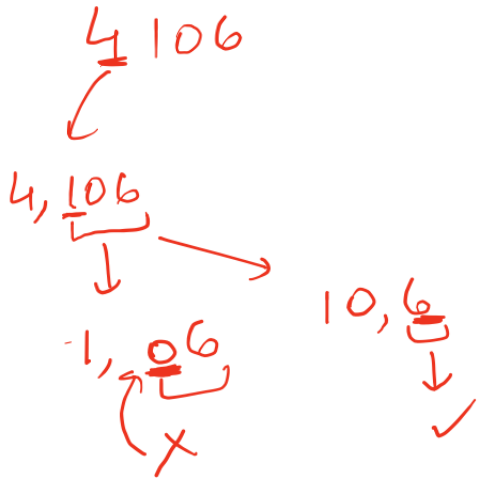



```
public static void printEncodings(String num, String asf) {
    if(num.length()==0){
        System.out.println(asf);
        return;
    }
      if(num.charAt(0)=='0'){
          return;
       }
    for(int i=0;i<num.length();i++){
        String curr = num.substring(0,i+1);
```



```
        String rem = num.substring(i+1);
        int curr_num = Integer.parseInt(curr);
        if(curr_num>=1 && curr_num<=26){
            char ch = findChar(curr_num);
            printEncodings(rem, asf+ch);
        }
    }
}
```





-ve base case

get all the Subsequences

Print x

Store??

get Subsequences

↳ Get Recursion

↳ Return type ↳ usually an arraylist containing all the possible answers.

abc

a (bc) → ["", b, bc, c]

mr

mr

↳ [a, ab, abc, ac, "", b, bc, c]

BP: abc

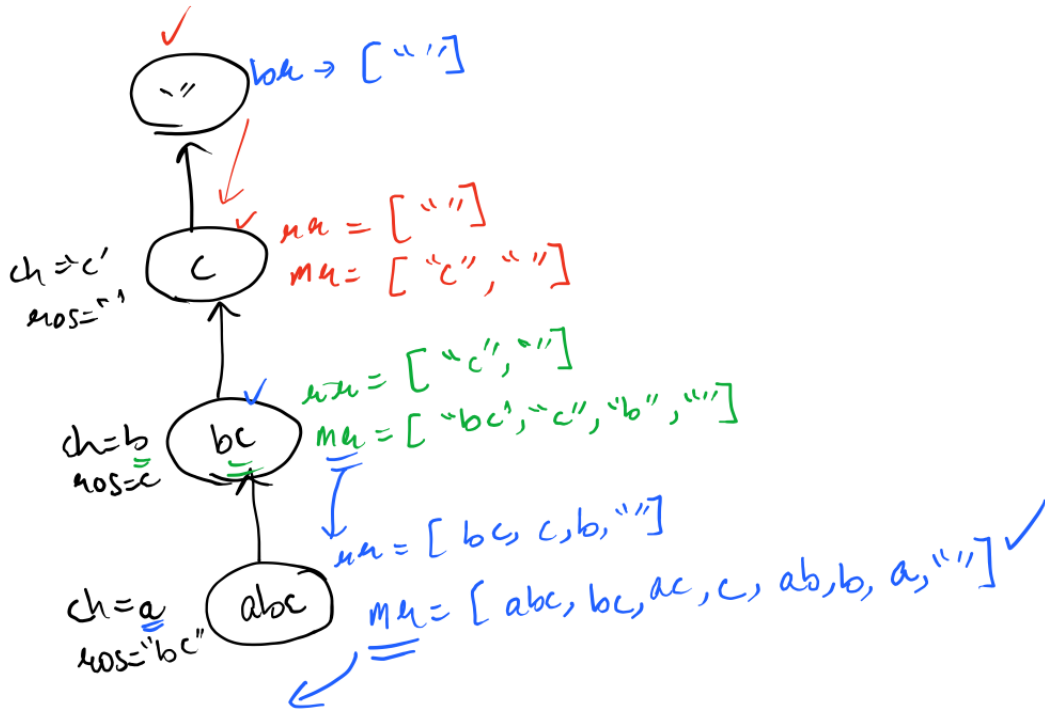
SP: bc

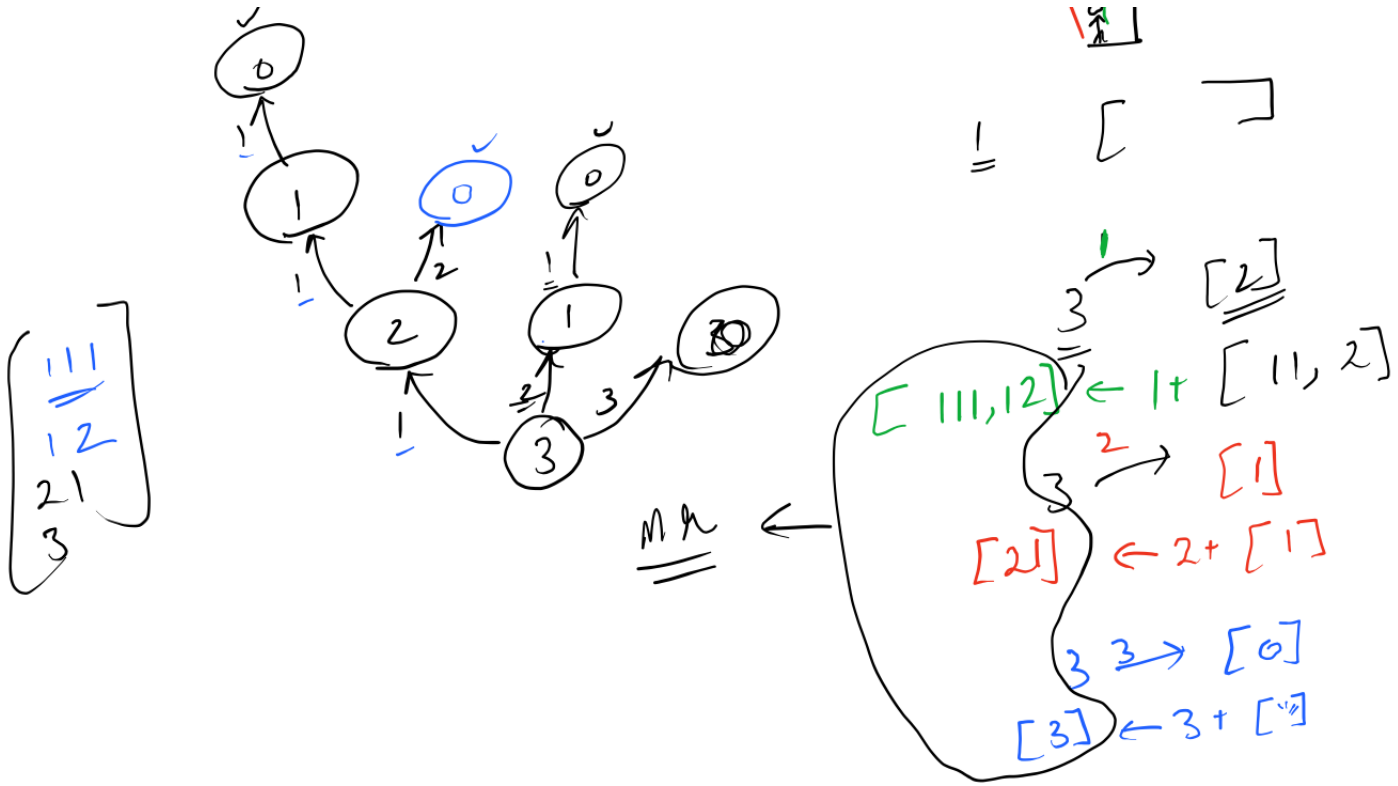
Sw: [a + bc + (bc)]

BC: "" → [""] 1

ab → b → "" → [] ← b → [ ]

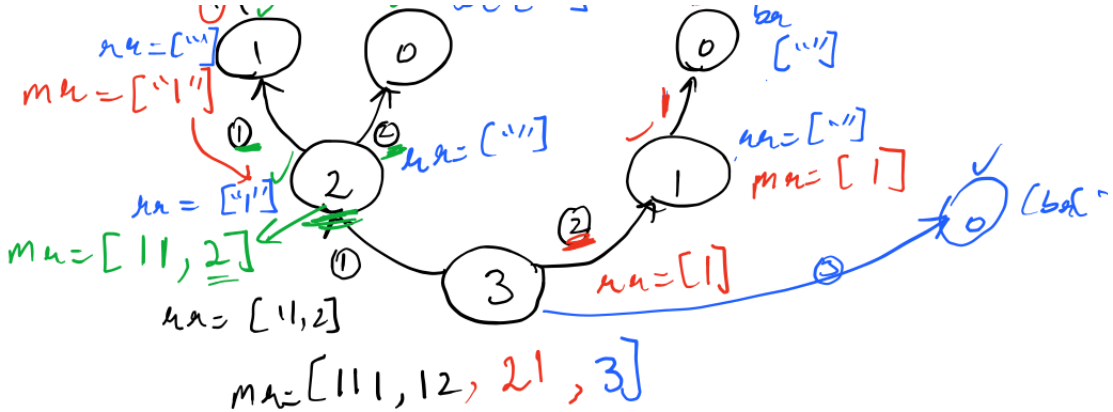
```
public static ArrayList<String> generateSubsequences(String str)
  {
    if(str.length()==0){
       ArrayList<String> br = new ArrayList<>();
       br.add("");
       return br;
    }
    char ch = str.charAt(0);
    String ros = str.substring(1);
    ArrayList<String> rr = generateSubsequences(ros);
    ArrayList<String> mr = new ArrayList<>();
       for(String s:rr){
       mr.add(ch+s);
      Mr.add(s);
    }
     return mr;
  }
```





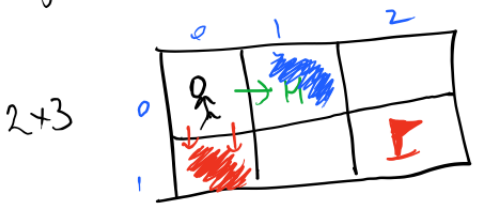
```
public static ArrayList<String> getStairPaths(int n) {
    if(n==0){
       ArrayList<String> br = new ArrayList<>();
       br.add("");
       return br;
    }
    ArrayList<String> mr = new ArrayList<>();
    for(int j=1;j<=3;j++){
       if(n-j>=0){
          ArrayList<String> rr = getStairPaths(n-j);
          for(String s:rr){
             mr.add(j+s);
```

```
        }
      }
    }
    return mr;
  }
```



Friday, 16 February 2024
10:47 PM

get Maze Path



sr sc

dr dc

[x1, x2, x3]

→ H → sr, sc → sr, sc+1

→ V → sr, sc → sr+1, sc

0,0 —H→ (0,1) [ ]

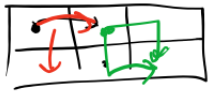
↓V

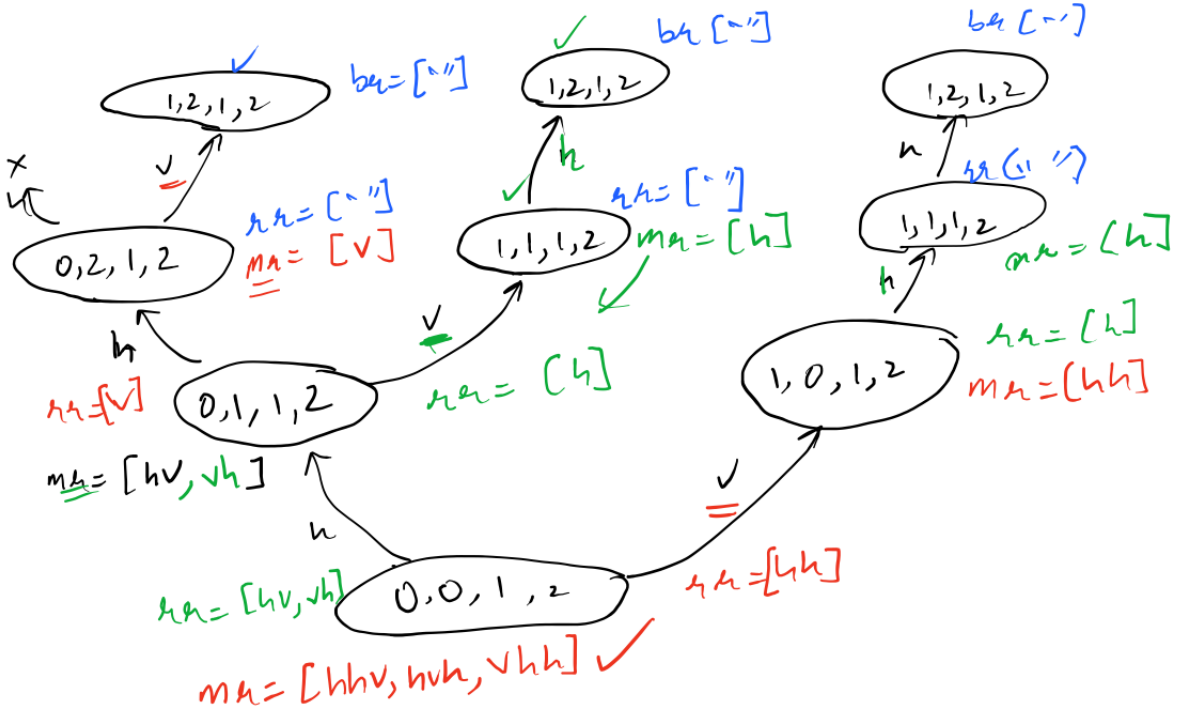
(1,0) [ ]

public static ArrayList<String> getMazePaths(int sr, int sc, int dr, int dc) {

```
public static ArrayList<String> getMazePaths(int sr, int sc, int dr, int dc) {
    if(sr==dr && sc==dc){
        ArrayList<String> br = new ArrayList<>();
        br.add("");
        return br;
    }

    ArrayList<String> mr = new ArrayList<>();
    // horizontal
    if(sc+1<=dc){
        ArrayList<String> rr = getMazePaths(sr,sc+1,dr,dc);
        for(String s:rr){
            mr.add("H"+s);
        }
    }

    // vertical
    if(sr+1<=dr){
        ArrayList<String> rr = getMazePaths(sr+1,sc,dr,dc);
        for(String s:rr){
            mr.add("V"+s);
        }
    }

    return mr;
}
```

2×3

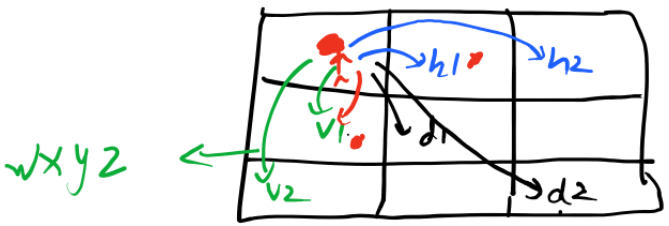




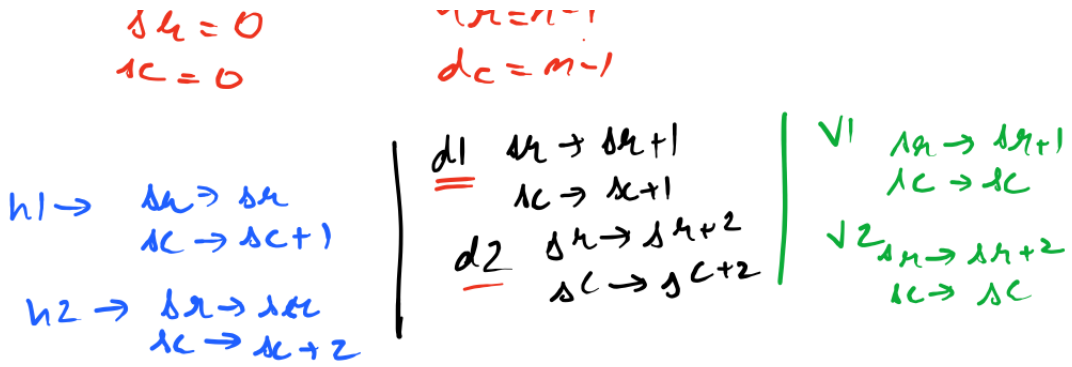
Sunday, 18 February 2024
8:59 PM

Get Maze Paths Everydir

BP



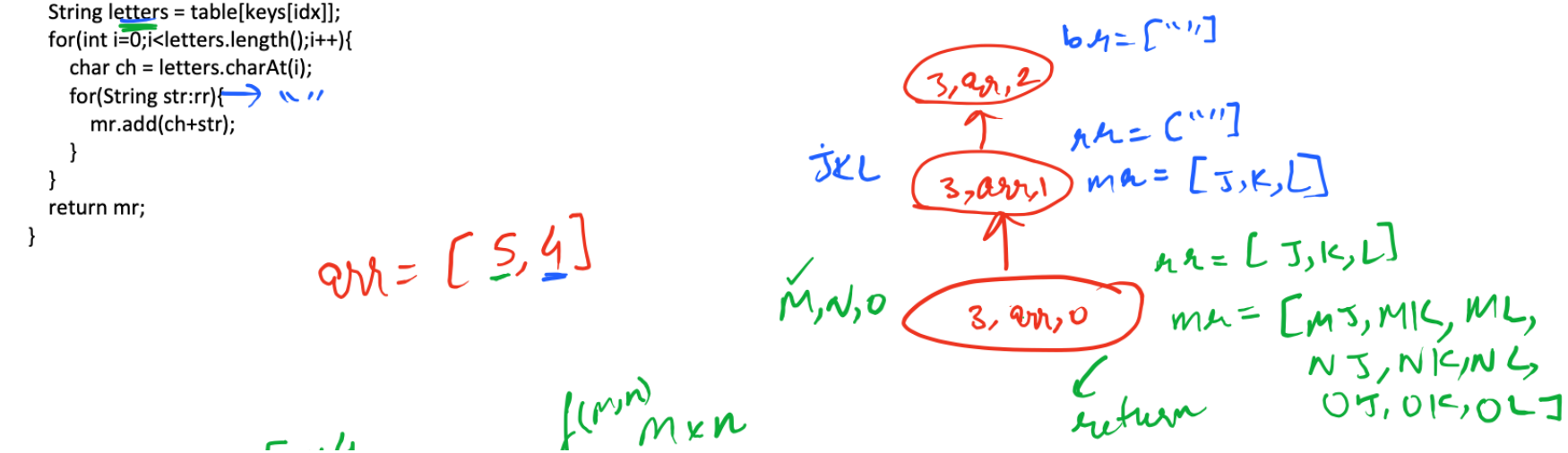
wxyz




```
private static ArrayList<String> solve(int sr, int sc, int dr, int dc){
  if(sr==dr && sc==dc){
    ArrayList<String> br = new ArrayList<>();
    br.add("");
    return br;
  }

  ArrayList<String> mr = new ArrayList<>();

 // horizontal
  for(int i=1;i<=2;i++){
    if(sc+i<=dc){
      ArrayList<String> h = solve(sr,sc+i,dr,dc);
      updateMR(mr,h,"h"+i);
    }
  }

  // vertical
  for(int i=1;i<=2;i++){
    if(sr+i<=dr){
      ArrayList<String> v = solve(sr+i,sc,dr,dc);
      updateMR(mr,v,"v"+i);
    }
  }

  // diagonal
  for(int i=1;i<=2;i++){
    if(sr+i <= dr && sc+i<=dc){
      ArrayList<String> d = solve(sr+i,sc+i,dr,dc);
      updateMR(mr,d,"d"+i);
```

```
            }
          }

          return mr;
        }

        private static void updateMR(ArrayList<String> mr, ArrayList<String>
      rr, String val){
          for(String str:rr){
            mr.add(val+str);
          }
        }
```

```
static String[] table =
{"","ABC","DEF","GHI","JKL","MNO","PQRS","TU","VWX","YZ"};
  static ArrayList<String> solve(int n, int[] keys, int idx){
    if(idx==keys.length){
      ArrayList<String> br = new ArrayList<>();
      br.add("");
      return br;
    }
    ArrayList<String> mr = new ArrayList<>();
    ArrayList<String> rr = solve(n,keys,idx+1);
    String letters = table[keys[idx]];
    for(int i=0;i<letters.length();i++){
      char ch = letters.charAt(i);
      for(String str:rr){
        mr.add(ch+str);
      }
    }
    return mr;
  }
```



5 x 3

↳ 5 + (5 x 3)

↳ m + (m x (n-1))

↳ f(m, n-1)

↳

f(m, n) = m + f(m, n-1)

BP SW SP

5 x 3

↳ 5 + (5 x 2)

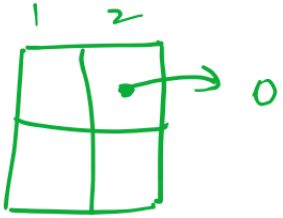
↳ 5 + 5 x 1

2

↳ global variables

↳ static variable and use this

changing the return type



(1,2) (1,3)

6