Leetcode in Rust

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2 Macros for Rust

2.1 A macro for testing

Unlike C and C++, a testing framework is built into rust. We can create our own tests by creating a `mod` block and letting cargo know that we want to test it.

Let's say we create this function:

```
fn add(a: i32, b: i32) -> i32 {
  a + b
}
```

We can test it at the bottom of the file:

```
#[cfg(test)]
mod test {
  use super::*;

  #[test]
  fn add_one_and_one() {
    assert_eq!(add(1, 1), 2);
  }

  #[test]
  fn add_one_and_two() {
    assert_eq!(add(1, 2), 3);
  }
}
```

Macros let us reduce most of the boilerplate:

```
#[macro_export]
macro_rules! test {
    ($($name:ident: $left:expr, $right:expr,)*) => {
        #[cfg(test)]
        mod test {
        use super::*;
            $(
                #[test]
                fn $name() {
                    assert_eq!($left, $right);
```

```
                }
            )*
        }
    }
}
```

Test can then be called like so:

```
test! {
  add_one_to_one: add(1, 1), 2,
  add_one_to_two: add(1, 2), 3,
}
```

3 Trees

3.1 Maximum Path through a Binary Tree

```rust
use crate::*;
use std::cmp::max;

/// Finds the maximum path sum through a binary tree.
pub fn max_path_sum(root: BSTNode) -> i32 {
  let mut max_so_far = i32::MIN;
  fn helper(node: &BSTNode, max_so_far: &mut i32) -> i32 {
    match node {
      Some(n) => {
        let val = n.borrow().val;
        let l = max(0, helper(&n.borrow().left, max_so_far));
        let r = max(0, helper(&n.borrow().right, max_so_far));
        *max_so_far = max(*max_so_far, val + l + r);
        val + max(l, r)
      }
      None => 0,
    }
  }
  helper(&root, &mut max_so_far);
  max_so_far
}

test! {
    test_1: max_path_sum(btree![1,2,3]), 6,
    test_2: max_path_sum(btree![-10, 9, 20, null, null, 15, 7]), 42,
}
```

3.2 Validate Binary Search Tree

```rust
use crate::*;

pub fn is_valid_bst(root: BSTNode) -> bool {
    fn helper(node: &BSTNode, possible_min: i64, possible_max: i64) -> bool {
        if let Some(n) = node {
```

```
            let borrowed = n.borrow();
            let left = &borrowed.left;
            let right = &borrowed.right;
            let val: i64 = borrowed.val.into();
            if val >= possible_min && val <= possible_max {
                helper(&left, possible_min, val) && helper(&right, val, possible_max)
            } else {
                false
            }
        } else {
            true
        }
    }
    helper(&root, i64::MIN, i64::MAX)
}

test! {
    test_1: is_valid_bst(btree![2, 1, 3]), true,
    test_2: is_valid_bst(btree![5, 1, 3]), false,
}
```

3.3 Same Tree

3.3.1 Problem

3.3.2 Intuition

3.3.3 Test Cases

```
test! {
    test_1: is_same_tree(btree![], btree![]), true,
    test_2: is_same_tree(btree![1], btree![]), false,
    test_3: is_same_tree(btree![1,2,3], btree![1,2,3]), true,
    test_4: is_same_tree(btree![1,2,3,4], btree![1,2,3]), false,
}
```

3.3.4 Answer

```
/// Calculates if two binary search trees have the same values.
/// In this question, there are four possible cases:
```

```rust
/// 1. Both left and right point to a `None` node. In this case, return true.
/// 2. Both left and right point to nodes with the same value. Continue recursing
 ↪  through both
///    trees left and right subtrees.
/// 3. For any other case, return false.
pub fn is_same_tree(p: BSTNode, q: BSTNode) -> bool {
    fn same(p: &BSTNode, q: &BSTNode) -> bool {
        match (p, q) {
            (Some(left), Some(right)) => {
                let left = left.borrow();
                let right = right.borrow();
                left.val == right.val
                    && same(&left.left, &right.left)
                    && same(&left.right, &right.right)
            }
            (None, None) => true,
            _ => false,
        }
    }
    same(&p, &q)
}
```

Left	Right