Leetcode in Rust

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# 2 Macros for Rust

## 2.1 test!

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:

src/add.rs

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

We can test it at the bottom of the file:

src/add.rs

...  
#[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:

src/lib.rs

#[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:

src/add.rs

test! {  
 add\_one\_to\_one: add(1, 1), 2,  
 add\_one\_to\_two: add(1, 2), 3,  
}

# 3 Introductory

## 3.1 Contains Duplicate

### 3.1.1 Problem

Given an integer array nums, return true if any value appears at least twice in the array, and return false if every element is distinct.

### 3.1.2 Intuition

### 3.1.3 Test Cases

[] == false  
[1] == false  
[1,1] == true  
[1,2,3] == false  
[1,2,1] == true

### 3.1.4 Using Sets

If a slice of numbers is the same length as the set of its numbers, we know that the slice **only contains** unique numbers. With this, we can find the solution to the problem:

### 3.1.5 Complexity

O(n) time, O(n) space. We take O(n) time to convert the slice into the HashSet, and the HashSet takes O(n) space as well.

### 3.1.6 Answer

use std::collections::HashSet;  
  
pub fn contains\_duplicate(nums: &[i32]) -> bool {  
 let num\_len = nums.len();  
 let s: HashSet<&i32> = HashSet::from\_iter(nums.iter());  
 s.len() != num\_len  
}

# 4 Trees

## 4.1 Maximum Path through a Binary Tree

type Node = Option<Rc<RefCell<TreeNode>>>;  
  
pub fn max\_path\_sum(root: Node) -> i32 {  
 let mut max\_so\_far = i32::MIN;  
 fn helper(node: &Node, 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  
}

## 4.2 Validate Binary Search Tree

type Node = Option<Rc<RefCell<TreeNode>>>;  
  
pub fn is\_valid\_bst(root: Node) -> bool {  
 fn helper(node: &Node, 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)  
}

## 4.3 Same Tree

type Node = Option<Rc<RefCell<TreeNode>>>;  
  
pub fn is\_same\_tree(p: Node, q: Node) -> bool {  
 fn is\_same(p: &Node, q: &Node) -> 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,  
 (None, \_) | (\_, None) => false,  
 }  
 }  
 is\_same(&p, &q)  
}

