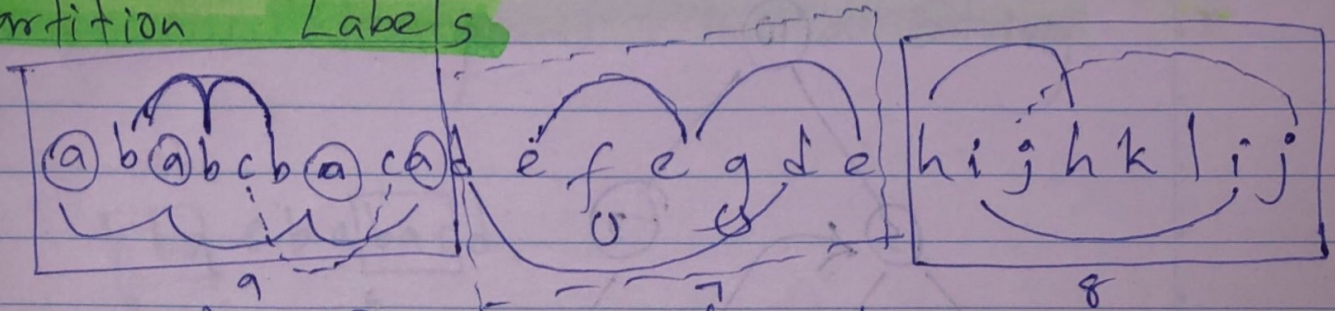


* Partition Labels



iterate & store the last occurring index of each char.

Then for each char check max place. If overlaps, its a new interval.

