from left to right. HashMays to trade comp, of occurrences of each character Check for equalities of occurrences. (add new & somore Arst) 1000 1040 1040 1001 · Keep tracking occurrences, sliding window solution. Take equal count in initial window. When moving window, new chan count becomes equal to given, octomatchings +t. Some for lest pointer. When reduce one from left char,
If becomes equal, matching ++. If matching = = 26, then there aftered one permutation