## 剑指offer 04 二维数组中的查找

- 暴力遍历每一个元素
- 双指针 从右上角

```
class Solution {
    public boolean findNumberIn2DArray(int[][] matrix, int target) {
        if (matrix == null || matrix.length == 0 || matrix[0].length == 0) {
            return false;
        }
        int rows = matrix.length, columns = matrix[0].length;
        int row = 0, column = columns - 1;
        while (row < rows && column >= 0) {
            int num = matrix[row][column];
           if (num == target) {
                return true;
            } else if (num > target) {
                column--;
            } else {
                row++;
            }
       return false;
   }
}
```

## • 双指针 从左下角

```
class Solution {
    public boolean findNumberIn2DArray(int[][] matrix, int target) {
        if (matrix == null || matrix.length == 0 || matrix[0].length == 0) {
            return false;
        }
        int rows = matrix.length, columns = matrix[0].length;
        int row = 0, column = columns - 1;
        while (row < rows && column >= 0) {
            int num = matrix[row][column];
            if (num == target) {
                return true;
            } else if (num > target) {
                column--;
            } else {
                row++;
            }
        }
        return false;
   }
}
```

## • 二分法 区域递归

```
public boolean searchMatrix2(int[][] matrix, int target) {
       if (matrix == null || matrix.length == 0)
           return false;
       return search(matrix, target, 0, matrix[0].length - 1, 0, matrix.length
- 1);
   }
   private boolean search(int[][] matrix, int target, int left, int right, int
top, int bottom) {
       if (left > right || top > bottom) // 已无迭代区域
           return false:
       if (target < matrix[top][left] || target > matrix[bottom][right]) // 目标
值比矩阵的左上角小或者比矩阵的右小角大,肯定无法不能在矩阵中找到该值
           return false;
       int mid = (left + right) / 2;
       int row = top;
       while (row <= bottom && matrix[row][mid] <= target) { // 搜索中间列是否能找
到target,如果找不到就使row停在该行中间元素比target大的位置
           if (matrix[row][mid] == target)
               return true;
           row++;
       }
       return search(matrix, target, left, mid - 1, row, bottom)
               search(matrix, target, mid + 1, right, top, row - 1);
   }
```