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Curriculum

Short Specializations ^

Average: 80.0% v

0x01. Lockboxes

Algorithm

Python

⚙ Weight: 1

📅 Ongoing second chance project - started Jul 1, 2024 4:00 AM, must end by Jul 8, 2024 4:00 AM

☑ An auto review will be launched at the deadline

In a nutshell...

- **Auto QA review:** 0.0/13 mandatory
- **Altogether: 0.0%**
 - Mandatory: 0.0%
 - Optional: no optional tasks

Must Know

For this project, you will need a solid understanding of several key concepts in order to develop a solution that can efficiently determine if all boxes can be opened. Here's a list of concepts and resources that will be instrumental in tackling this project:

Concepts Needed:

1. Lists and List Manipulation:

- Understanding how to work with lists, including accessing elements, iterating over lists, and modifying lists dynamically.
- Python Lists (Python Official Documentation) (/rltoken/TtGNy9p1p1d0O5G1rdY1Aw)

2. Graph Theory Basics:

- Although not explicitly required, knowledge of graph theory (especially concepts related to traversal algorithms like Depth-First Search or Breadth-First Search) can be very helpful solving this problem, as the boxes and keys can be thought of as nodes and edges in a graph.
- Graph Theory (Khan Academy) (/rltoken/eVcYI8g-6nF0Na46xnRdhw)



3. Algorithmic Complexity:

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- Understanding the time and space complexity of your solution is important, as it can help in writing more efficient algorithms.
- Big O Notation (GeeksforGeeks) (/rltoken/01qym1qAJUkLrb47PvqnKg)

4. Recursion:

- Some solutions might require a recursive approach to traverse through the boxes and keys.
- Recursion in Python (Real Python) (/rltoken/zpEuvv0I9EHohlx-HwiAAA)

5. Queue and Stack:

- Knowing how to use queues and stacks is crucial if implementing a breadth-first search (BFS) or depth-first search (DFS) algorithm to traverse through the keys and boxes.
- Python Queue and Stack (GeeksforGeeks) (/rltoken/CQLm4RJrdwyo2DAcNCtwIA)

6. Set Operations:

- Understanding how to use sets for keeping track of visited boxes and available keys can optimize the search process.
- Python Sets (Python Official Documentation) (/rltoken/zkmtaPqAbKyxx41kRw7ulA)

By reviewing these concepts and utilizing these resources, you will be well-equipped to develop an efficient solution for this project, applying both your algorithmic thinking and Python programming skills.

Additional Resources

- Mock Technical Interview (/rltoken/TJ0FJhWeEGollqMpwBn7Pg)

Requirements

General

- Allowed editors: `vi`, `vim`, `emacs`
- All your files will be interpreted/compiled on Ubuntu 20.04 LTS using `python3` (version 3.4.3)
- All your files should end with a new line
- The first line of all your files should be exactly `#!/usr/bin/python3`
- A `README.md` file, at the root of the folder of the project, is mandatory
- Your code should be documented
- Your code should use the `PEP 8` style (version 1.7.x)
- All your files must be executable

Tasks

0. Lockboxes



mandatory

Score: 0.0% (Checks completed: 0.0%)

You have n number of locked boxes in front of you. Each box is numbered sequentially from 0 to $n - 1$ and each box may contain keys to the other boxes.

Write a method that determines if all the boxes can be opened.

- Prototype: `def canUnlockAll(boxes)`
- `boxes` is a list of lists
- A key with the same number as a box opens that box
- You can assume all keys will be positive integers
 - There can be keys that do not have boxes
- The first box `boxes[0]` is unlocked
- Return `True` if all boxes can be opened, else return `False`

```
carrie@ubuntu:~/0x01-lockboxes$ cat main_0.py
#!/usr/bin/python3

canUnlockAll = __import__('0-lockboxes').canUnlockAll

boxes = [[1], [2], [3], [4], []]
print(canUnlockAll(boxes))

boxes = [[1, 4, 6], [2], [0, 4, 1], [5, 6, 2], [3], [4, 1], [6]]
print(canUnlockAll(boxes))

boxes = [[1, 4], [2], [0, 4, 1], [3], [], [4, 1], [5, 6]]
print(canUnlockAll(boxes))

carrie@ubuntu:~/0x01-lockboxes$
```

```
carrie@ubuntu:~/0x01-lockboxes$ ./main_0.py
True
True
False
carrie@ubuntu:~/0x01-lockboxes$
```

Repo:

- GitHub repository: `alx-interview`
- Directory: `0x01-lockboxes`
- File: `0-lockboxes.py`

☐ Done?☐ Check your code☐ QA Review

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