//: Playground - noun: a place where people can play

import UIKit

import Foundation

public func solution(\_ A : inout [Int]) -> Int {

var set = Set<Int>()

for i in A {

if i > A.count {

return 0

} else {

set.insert(i)

}

}

if set.count == A.count {

return 1

} else {

return 0

}

}

var A1 = [2,1,3,4]

var A2 = [1,3,4]

solution(&A1)

solution(&A2)