

## Approach 1: Brute Force

### Idea:

Count the frequency of each element in the array and return the element that has a count greater than  $n/2$ .

### Algorithm:

1. Iterate over the array and for each element, count its occurrences in the array.
2. If an element's count is greater than  $n/2$ , return that element.

### Complexity:

- **Time Complexity:**  $O(n^2)$  - For each element, you are counting its occurrences in the entire array.
- **Space Complexity:**  $O(1)$  - No extra space used.

```
class Solution {
public:
    int majorityElement(vector<int>& nums) {
        int n = nums.size();
        for(int i = 0; i < n; i++) {
            int count = 0;
            for(int j = 0; j < n; j++) {
                if(nums[j] == nums[i])
                    count++;
            }
            if(count > n / 2)
                return nums[i];
        }
        return -1; // This line won't be reached as the majority element always exists.
    }
};
```

## Approach 2: Better Approach (HashMap)

### Idea:

Use a HashMap (or unordered\_map in C++) to count the frequency of each element. Return the element that has a frequency greater than  $n/2$ .

### Algorithm:

1. Traverse the array and store the frequency of each element in a hash map.
2. Iterate through the hash map and return the element with a frequency greater than  $n/2$ .

### Complexity:

- **Time Complexity:**  $O(n)$  - You are traversing the array twice.
- **Space Complexity:**  $O(n)$  - Hash map to store the frequency of elements.

```
class Solution {
public:
    int majorityElement(vector<int>& nums) {
        unordered_map<int, int> countMap;
        int n = nums.size();

        for(int num : nums) {
            countMap[num]++;
        }

        for(auto &entry : countMap) {
            if(entry.second > n / 2) {
                return entry.first;
            }
        }

        return -1; // This line won't be reached as the majority element always exists.
    }
};
```

### Approach 3: Best Approach (Boyer-Moore Voting Algorithm)

#### Idea:

Use the Boyer-Moore Voting Algorithm to find the majority element. The algorithm works by maintaining a count and a candidate. The count is incremented when we encounter the same element and decremented when we encounter a different one. If the count drops to zero, we choose a new candidate.

#### Algorithm:

1. Initialize count to 0 and candidate to None.
2. Traverse the array:
  - If count is 0, set the current element as the candidate.
  - If the current element is the same as candidate, increment count.
  - Otherwise, decrement count.
3. Return candidate as the majority element.

#### Complexity:

- **Time Complexity:**  $O(n)$  - Single pass through the array.

- **Space Complexity:**  $O(1)$  - No extra space used.

```
class Solution {
public:
    int majorityElement(vector<int>& nums) {
        int count = 0;
        int candidate = 0;

        for(int num : nums) {
            if(count == 0) {
                candidate = num; // Choose a new candidate.
            }

            // Adjust the count based on whether the current number supports the
            candidate.
            if(num == candidate) {
                count = count + 1; // Increment count.
            } else {
                count = count - 1; // Decrement count.
            }
        }

        return candidate; // The candidate is the majority element.
    }
};
```

#### Explanation of Boyer-Moore Voting Algorithm:

- The key idea is that if a candidate is the majority element, it will remain as the candidate even after balancing out the votes.
- When count becomes 0, it means the candidate has an equal number of elements against it, so we choose a new candidate.
- By the end of the array, the candidate is guaranteed to be the majority element since the majority element always exists.

This approach is optimal in both time and space complexity.

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