Coderust 2.0: Faster Coding Interview Preparation using Interactive Visualizations

Search

Arrays

o Binary Search

Preview

- o Find Maximum in Sliding Window
- Search rotated array
- o Find smallest common number
- o Rotate Array
- Find low/high index
- o Move zeros to left
- o Find maximum single sell profit
- o Implement Quicksort
- o Merge Overlapping Intervals
- o Sum of Two Values

Preview

Linked List

o Reverse a singly linked list

Preview

- o Remove Duplicates from a Linked List
- o Delete node with a given key
- Insertion Sort of a Linked List
- Intersection Point of Two Lists

Preview

- Nth from last node
- o Swap Nth Node with Head
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- Merge Sort
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Math & Stats

o Find kth permutation

Preview

- o Integer Division
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- o All Subsets
- o <u>Is Number Valid?</u>
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• String

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Preview

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Preview

- Write an Inorder Iterator for a Binary Tree
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- o Print Tree Perimeter
- o Connect Same Level Siblings

- o <u>Serialize/Deserialize Binary Tree</u>
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- Inorder Successor BST with parent pointers
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- o Mirror binary tree nodes
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- o N-ary Tree to Binary Tree
- Stacks and Queues
 - o Stack using Queues

Preview

- Queue using Stacks
- Expression Evaluation
- Graphs
 - o Clone a Directed Graph

Preview

- o Minimum Spanning Tree
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- Back Tracking
 - o <u>Boggle</u>
 - Preview
 - o All Possible Parentheses
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 - o Find K-sum subsets
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 - o Fibonacci numbers

Preview

- Largest Sum Subarray
- o MaxSum Subsequence Nonadjacent Elements
- o Game Scoring: Find number of ways a player can score 'n' runs
- o Coin Changing Problem
- o Levenshtein Distance
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 - Sum of Three Values

Preview

- o Make Columns and Rows Zeros
- Search in a Matrix
- o Implement LRU Cache
- Host Endianness
- Closest Meeting Point
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Find kth permutation

Given a set of n elements find their kth permutation.

Description

Given a set of n elements find their kth permutation. Consider the following set of elements:



All permutations of the above elements are (with ordering):

1st	123
2nd	132
3rd	213
4th	231
5th	312
6th	321

Here, we need to find the kth permutation.

Hints

- Recursion
- Factorial

Solution

Runtime Complexity

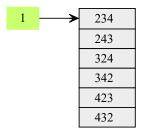
Linear, O(n).

Memory Complexity

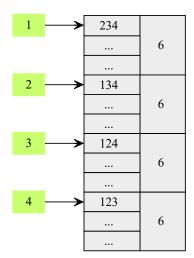
Linear, O(n).

Recursive solution will consume memory on the stack.

Let's discuss few basics first. We know that n! is the number of permutations of a set of size n. Another obvious and important concept is that if we choose an element for first position then the total permutations of remaining elements are (n-1)!. For example if we are given elements {1, 2, 3, 4} and we pick 1 as our first element then for remaining elements we have the following permutations:

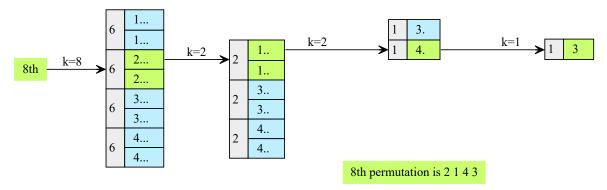


which is equal to 6 i.e. (n-1)!. This number is same if we pick another element for the first slot.



A naive way of finding k^{th} permutation will be to find all permutations and then return the k^{th} permutation or maintain a running count of permutations seen so far and return once k^{th} permutation is reached.

We can do better than this if we closely look at the diagram above. If we are given k and we somehow guess which block it's going to lie in that will help us find at least the first element. Similarly, within that block if we can identify a sub-block where k resides, it will help us find the second element. We can do this recursively until we run out of options. Here is a visual representation of this approach if k = 8:



Here goes the algorithm we will follow:

```
1
If input vector is empty return result vector
2

3
block_size = (n-1)! ['n' is the size of vector]
4
Figure out which block k will lie in and select the first element of that block
5
(this can be done by doing (k-1)/block_size )
6

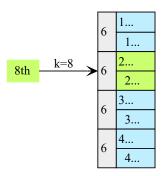
7
Append selected element to result vector and remove it from original input vector
8

9
Deduce from k the blocks that are skipped i.e k = k - selected*block_size and goto step 1
```

As you can notice the runtime complexity of this algorithm is linear (proportional to the size of the input vector) and memory is linear too because of the recursive calls. If we implement this algorithm non-recursively it will use constant memory.

Let's understand this example with k=8 step by step below.

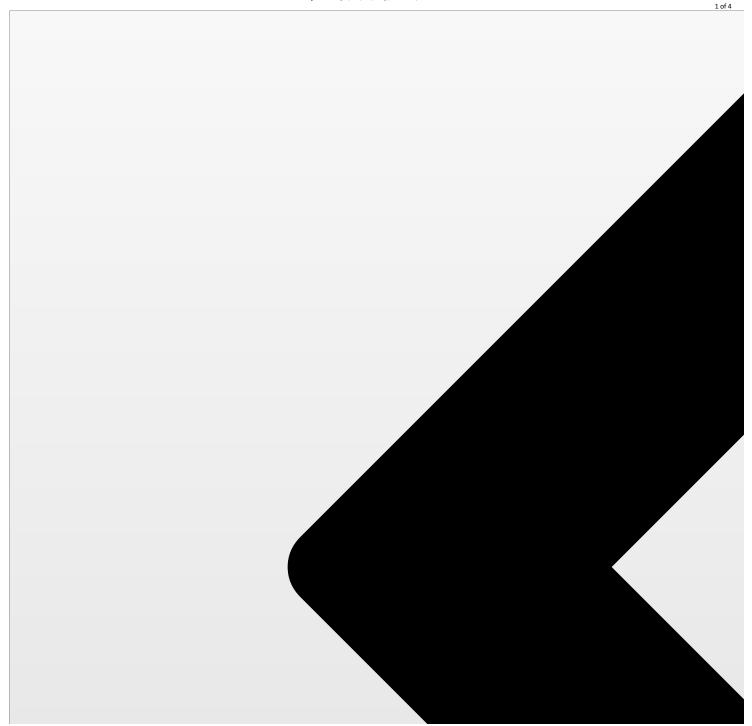
2/19/2018 Find kth permutation

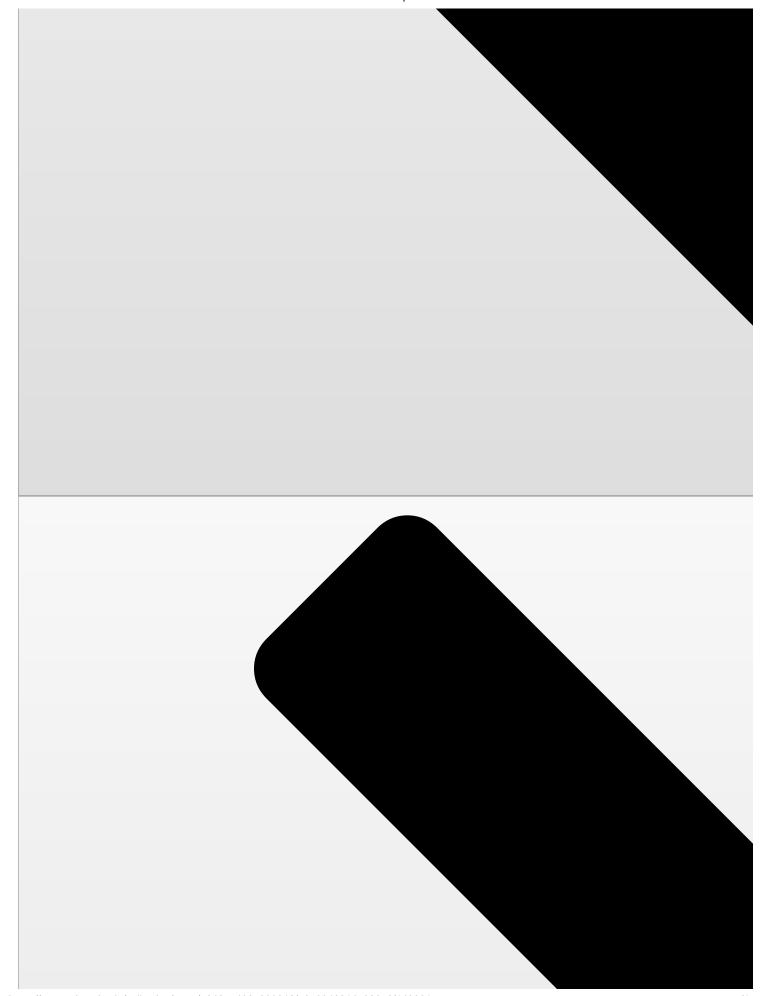


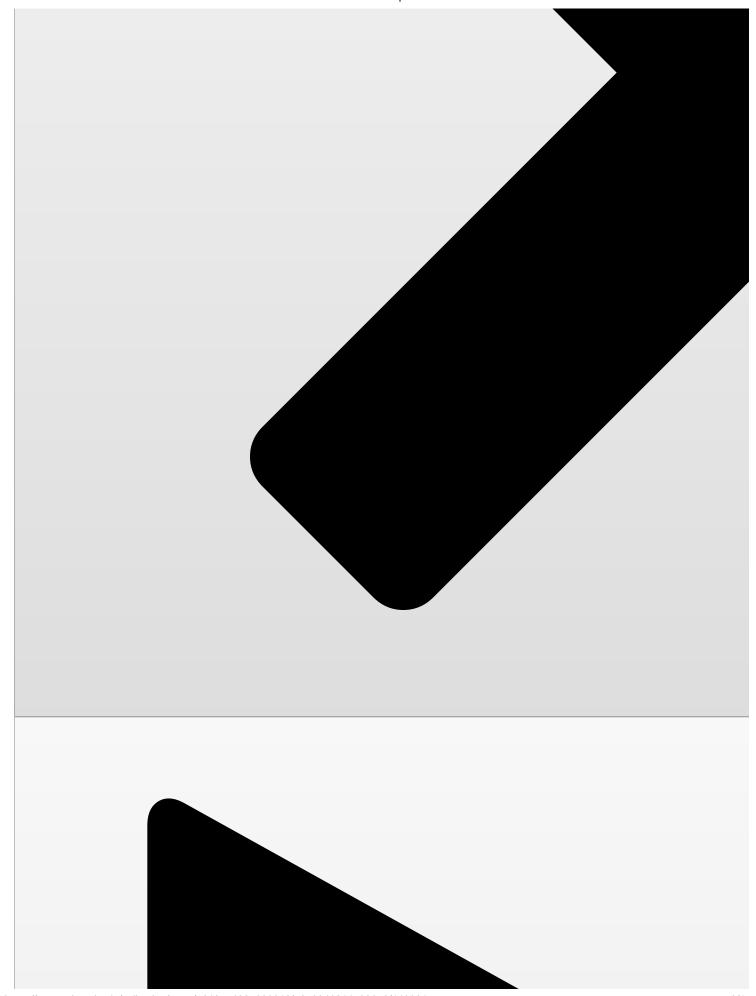
block size = 3! = 6, (k-1)/block size = 1so 'k' lies in second block, k = k-6 = 2

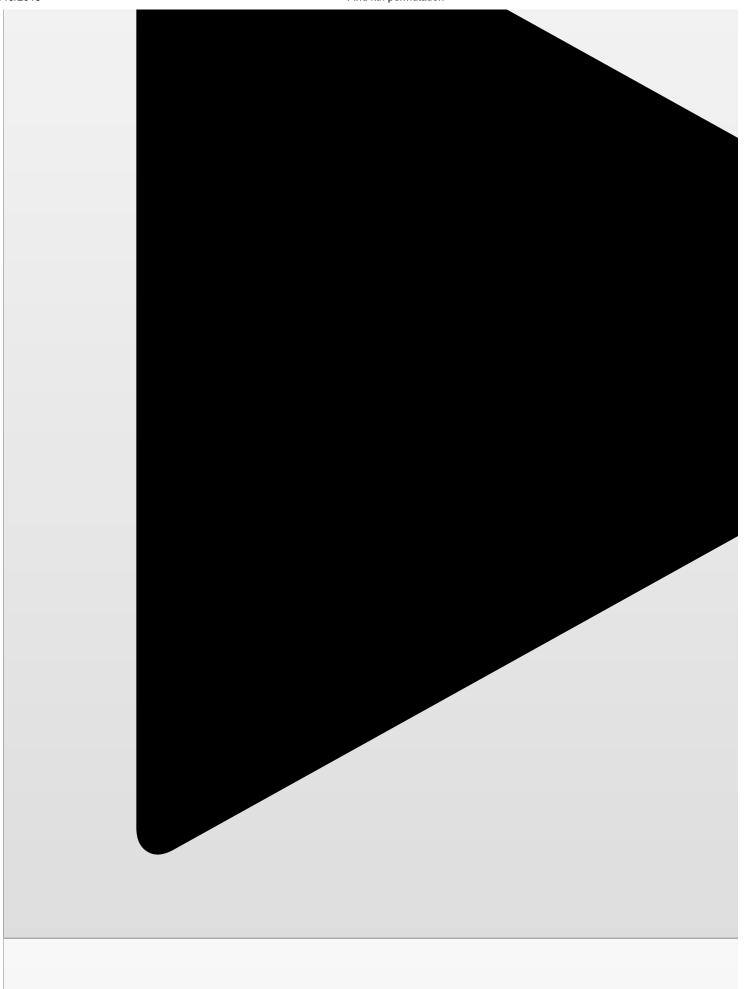
result 2

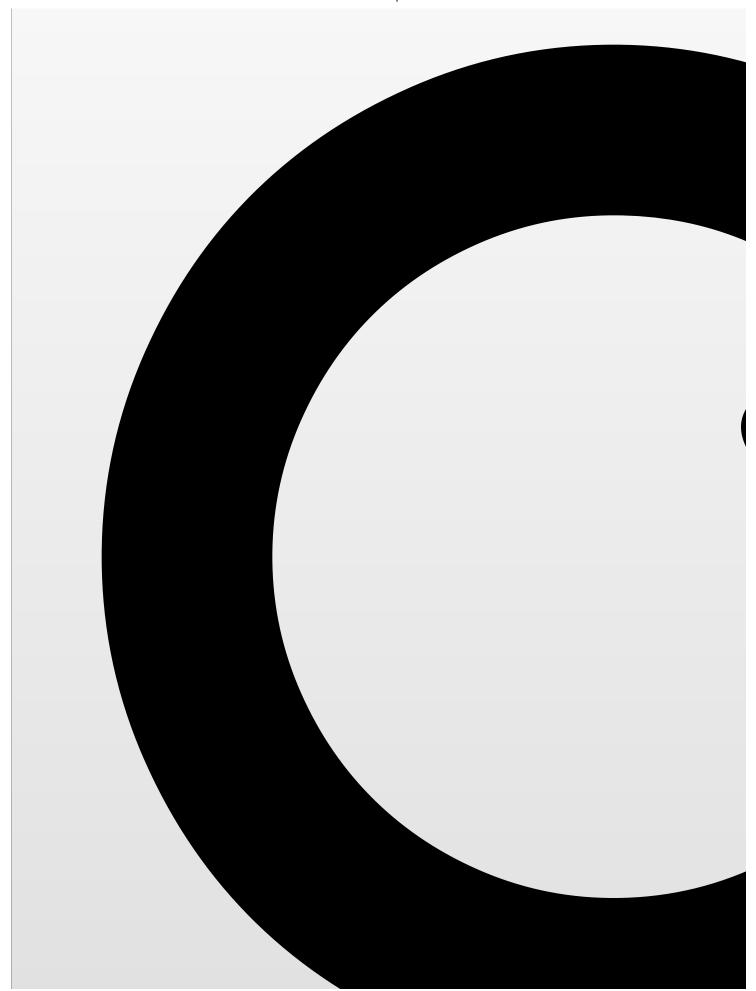
input = $\{1, 2, 3, 4\}$, k = 8, n = 4

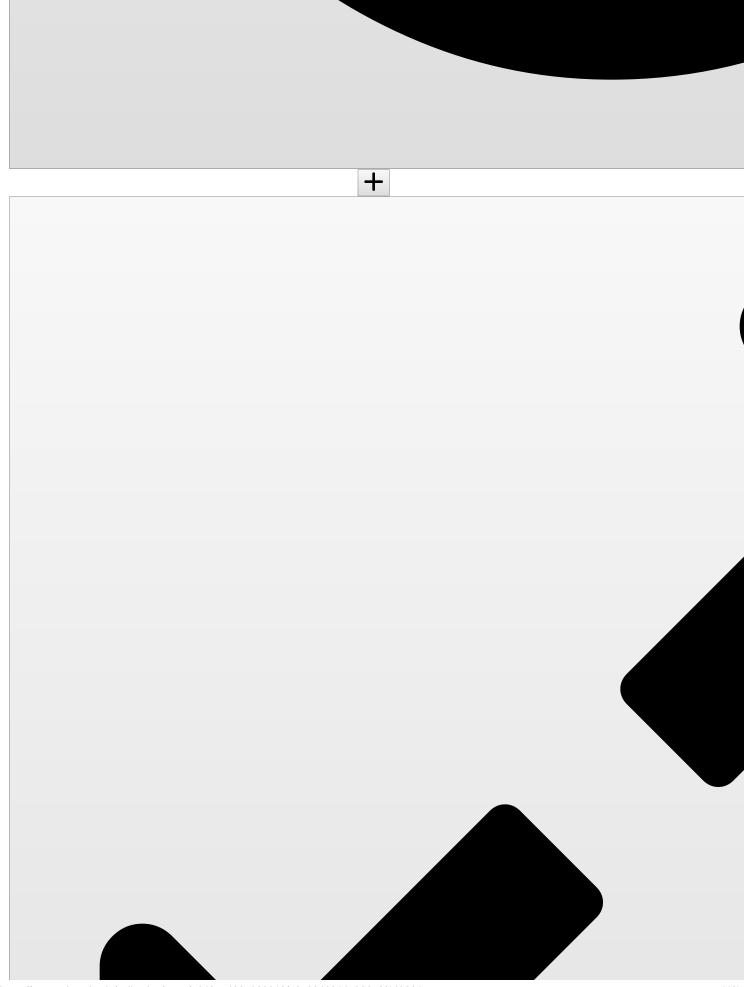








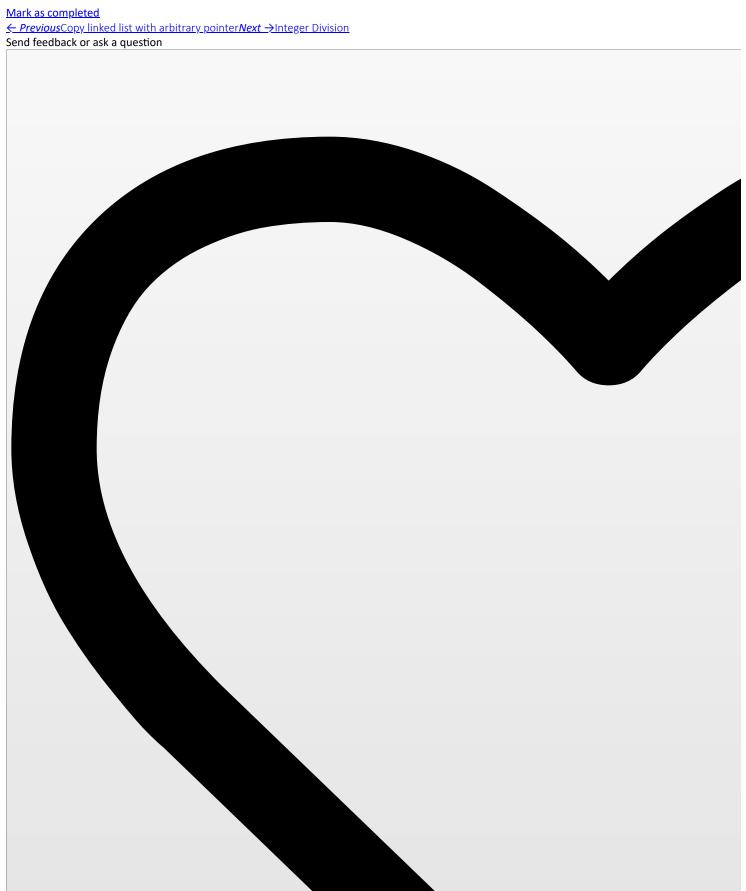






```
• <u>C++</u>
• <u>Java</u>
• <u>Python</u>
• <u>JS</u>
• Ruby
 24
 1
 int factorial(int n) {
 2
   if (n == 0 \mid \mid n == 1) return 1;
 3
   return n * factorial(n -1 );
 }
 5
 6
 void find_kth_permutation(
     vector<char>& v,
 8
     int k,
 9
     string& result) {
```

```
10
 if (v.empty()) {
11
   return;
12
 }
13
14
 int n = (int)(v.size());
15
  // count is number of permutations starting with each digit
16
  int count = factorial(n - 1);
17
  int selected = (k - 1) / count;
18
19
  result += v[selected];
20
 v.erase(v.begin() + selected);
21
22
  k = k - (count * selected);
23
 find_kth_permutation(v, k, result);
24
}
```





10 recommendations

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