

251. Flatten 2D Vector

Medium 341 186 Add to List Share

Design and implement an iterator to flatten a 2d vector. It should support the following operations: `next()` and `hasNext()`.

Example:

```
Vector2D iterator = new Vector2D([[1,2],[3],[4]]);

iterator.next(); // return 1
iterator.next(); // return 2
iterator.next(); // return 3
iterator.hasNext(); // return true
iterator.hasNext(); // return true
iterator.next(); // return 4
iterator.hasNext(); // return false
```

Notes:

1. Please remember to **RESET** your class variables declared in `Vector2D`, as static/class variables are **persisted across multiple test cases**. Please see [here](#) for more details.
2. You may assume that `next()` call will always be valid, that is, there will be at least a next element in the 2d vector when `next()` is called.

Follow up:

As an added challenge, try to code it using only iterators in C++ or iterators in Java.

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```
1 class Vector2D(object):
2
3     def __init__(self, v):
4         """
5         :type v: List[List[int]]
6         """
7
8
9     def next(self):
10         """
11         :rtype: int
12         """
13
14
15     def hasNext(self):
16         """
17         :rtype: bool
18         """
19
20
21
22 # Your Vector2D object will be
23 # instantiated and called as such:
24 # param_1 = obj.next()
25 # param_2 = obj.hasNext()
```

Console

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