//reconstruct BST from preorder

```
int index;
template<class T>
void reconstructBST(shared_ptr<node<T>> & curr,T preorder[],int maxAllowed,int size){
    if(index==size)
        return;

    if(preorder[index]<curr->value){ //go left
        curr->left=make_shared<node<T>>(preorder[index]);
        index++;
        reconstructBST(curr->left,preorder,curr->value,size);
    }
    if(preorder[index]>curr->value && preorder[index]<maxAllowed){ //go right
        curr->right=make_shared<node<T>>(preorder[index]);
        index++;
        reconstructBST(curr->right,preorder,maxAllowed,size);
    }
}
```

Bst property

```
template < class T >
bool checkBSTproperty(shared_ptr < node < T >> & curr,int maxAllowed) {
    //to break BST property

    bool ans = curr -> value < maxAllowed;

    if(curr!=nullptr) {
        if(curr->left!=nullptr) {
            ans = ans && (curr->left->value < curr->value) && checkBSTproperty(curr->left,curr->value);
        }
        if(curr->right!=nullptr) {
            ans = ans && (curr->right->value > curr->value) && checkBSTproperty(curr->right,maxAllowed);
        }
    }
    return ans;
}
```

}

Interview questions - print

binary tree LCA

```
//find LCA of two nodes a & b
//Algorithm: if both a&b are in the left subtree, then LCA is twoo (same for the right subtree)
template<class T>
shared_ptr<node<T>> find_LCA(shared_ptr<node<T>> & curr,shared_ptr<node<T>>
a,shared ptr<node<T>> b){
       if(curr==nullptr)
              return nullptr;
       else{
              //check if current is one of the nodes a or b. Also works for the case that A is LCA (or b)
              if(curr->value==a->value)
                      return a;
              if(curr->value==b->value)
                     return b;
              shared_ptr<node<T>> leftT=find_LCA(curr->left,a,b);
              shared_ptr<node<T>> rightT=find_LCA(curr->right,a,b);
              //if not null from right and left: curr is LCA
              if(leftT!=nullptr && rightT!=nullptr){
                     return curr;
               }
              return leftT==nullptr?rightT:leftT; //return the one that's not null
       }
}
```

Interview questions - print

Rabin-Karp string matching

```
int main(){
```

```
string pattern="ababac";
        string text=" ababac hey bacman itsaba fer andababac fersarr ababac to ababac";
        int m=pattern.length();
        int n=text.length();
        int kBase=27; //26 letters in english alphabet +1 for space. Used to get numeric value of a string. "122" -> 122
        int kMod=997; //big prime number;
        int power=1;
        int p hash=0;
        int t hash=0;
        //compute the hash for the pattern and for the first window (substring of length m) in text string
        for(int i=0;i < m;i++){
                 power=i>0?power*kBase:1; //to get 26^(M-1) -> used when deleting most significant character
                 p_hash=(p_hash*kBase+pattern[i])%kMod; //kMod multiplies ALL TERMS (increasing their exponent)
in previous hash each time
                 t_hash=(t_hash*kBase+text[i])%kMod;
        }
        //try to find the pattern inside the text
        for(int i=m;i< n;i++){
                 if(p_hash==t_hash){ //only if they have same hash, compare strings
                         if(pattern==text.substr(i-m,m)){
                                  cout<<"Match found at "<<i-m<<endl;</pre>
                          }
                 }
                 //Rolling hash technique:
                 //remove the Most Significant Char and add a new Least Significant.
                 t hash-=(power*text[i-m])%kMod; //remove MSC
                 if(t hash < 0)
                          t_hash+=kMod;
                 t hash=(t hash*kBase+text[i])%kMod; //add LSC and multiply hash by kBase to increment exponents by
one after removing the MSB in previous step
        }
        //LAST CASE: check if pattern is last substring in text
        if(t_{n-m,m}) = p_{n-m,m} = p_{n-m,m}
                 cout<<"Match at END "<<n-m<<endl;</pre>
```

Interview questions - print

Quicksort

```
//partition the array so that the left part is LESS than pivot and right part is MORE than pivot.
//this way, pivot is already in it's correct sorted position in the array
//a[lo..hi] so that a[lo..j-1] \le a[j] \le a[j+1..hi]
int partition(int array[],int lo,int hi){
        int pivot=array[lo];
        while(lo<hi){
               //find item on low to swap (bigger than pivot)
               while(array[lo]<pivot)</pre>
                       lo++;
               //find item on hi to swap (smaller than pivot)
               while(array[hi]>pivot)
                       hi--;
               if(array[lo]==array[hi]) //for duplicate items, if we dont have this -> goes forever
                       lo++;
               if(lo<hi)
                       swap(array,lo,hi);
                else
                       break;
        }
        return hi;
}
void quicksort(int array[],int lo,int hi){
        if(hi<=lo)
               return;
        int j=partition(array,lo,hi);
        quicksort(array,lo,j-1); //sort left partition
        quicksort(array,j+1,hi); //sort right partition
}
```

```
List: find cycle length (L) and start point(A)
template<class T>
shared_ptr<node<T>> findCycle(shared_ptr<node<T>> const & head){
       shared_ptr<node<T>> slow=head,fast=head;
       int cycle=1;
       bool hasCycle=false;
       while(slow->next!=nullptr && fast->next!=nullptr &&fast->next!=nullptr){
              slow=slow->next;
              fast=fast->next->next;
              if(slow==fast){
                     hasCycle=true;
                     slow=slow->next;
                     while(slow!=fast){ //get cycle length
                            cycle++;
                            slow=slow->next;
                     }
                     //move fast from head cycle_length steps. cycle_start-fast=cycle_start-head
whatever we are shy of cycle start, we have put advanced before the cycle
                     fast=head;
                     slow=head;
                     while(cycle--){
                            fast=fast->next;
                     //advance both one at a time. Whereevery they meet, that's cycle_start
                     while(slow!=fast){
                            slow=slow->next;
                            fast=fast->next;
                     }
                     int stepsToMeet=0;
                     break;
              }
       }
       return hasCycle?slow:nullptr;
}
```