

Solution 1

```
1 // Copyright © 2020 AlgoExpert, LLC. All rights reserved.
2
3 // O(nm*8^s + ws) time | O(nm + ws) space
4 function boggleBoard(board, words) {
5   const trie = new Trie();
6   for (const word of words) {
7     trie.add(word);
8   }
9   const finalWords = {};
10  const visited = board.map(row => row.map(letter => false));
11  for (let i = 0; i < board.length; i++) {
12    for (let j = 0; j < board[i].length; j++) {
13      explore(i, j, board, trie.root, visited, finalWords);
14    }
15  }
16  return Object.keys(finalWords);
17 }
18
19 function explore(i, j, board, trieNode, visited, finalWords) {
20   if (visited[i][j]) return;
21   const letter = board[i][j];
22   if (!(letter in trieNode)) return;
23   visited[i][j] = true;
24   trieNode = trieNode[letter];
25   if ('*' in trieNode) finalWords[trieNode['*']] = true;
26   const neighbors = getNeighbors(i, j, board);
27   for (const neighbor of neighbors) {
28     explore(neighbor[0], neighbor[1], board, trieNode, visited, finalWords);
29   }
30   visited[i][j] = false;
31 }
32
33 function getNeighbors(i, j, board) {
34   const neighbors = [];
35   if (i > 0 && j > 0) {
36     neighbors.push([i - 1, j - 1]);
37   }
38   if (i > 0 && j < board[0].length - 1) {
39     neighbors.push([i - 1, j + 1]);
40   }
41   if (i < board.length - 1 && j < board[0].length - 1) {
42     neighbors.push([i + 1, j + 1]);
43   }
44   if (i < board.length - 1 && j > 0) {
45     neighbors.push([i + 1, j - 1]);
46   }
47   if (i > 0) {
48     neighbors.push([i - 1, j]);
49   }
50   if (i < board.length - 1) {
51     neighbors.push([i + 1, j]);
52   }
53   if (j > 0) {
54     neighbors.push([i, j - 1]);
55   }
56   if (j < board[0].length - 1) {
57     neighbors.push([i, j + 1]);
58   }
59   return neighbors;
60 }
61
62 class Trie {
63   constructor() {
64     this.root = {};
65     this.endSymbol = '*';
66   }
67
68   add(word) {
69     let current = this.root;
70     for (const letter of word) {
71       if (!(letter in current)) current[letter] = {};
72       current = current[letter];
73     }
74     current[this.endSymbol] = word;
75   }
76 }
77
78 exports.boggleBoard = boggleBoard;
79
```