AlgoExpert Quad Layout C# 12px Sublime Monokai 00:00:00

Prompt Scratchpad Our Solution(s) Video Explanation Run Code

Solution 1 Solution 2 Solution 3

```
1\, // Copyright @ 2020 AlgoExpert, LLC. All rights reserved.
   using System.Collections.Generic;
 5 public class Program {
     // O(b^2 + ns) time | O(b^2 + n) space
     public static List<bool> MultistringSearch(string bigstring, string[] smallstrings) {
       ModifiedSuffixTrie modifiedSuffixTrie = new ModifiedSuffixTrie(bigstring);
        List<bool> solution = new List<bool>();
10
        foreach (string smallstring in smallstrings) {
          solution.Add(modifiedSuffixTrie.Contains(smallstring));
11
12
13
        return solution;
14
15
16
      public class TrieNode {
17
       public Dictionary<char, TrieNode> children = new Dictionary<char, TrieNode>();
18
19
20
      public class ModifiedSuffixTrie {
21
        TrieNode root = new TrieNode();
22
23
        public ModifiedSuffixTrie(string str) {
         populateModifiedSuffixTrieFrom(str);
24
25
26
        public void populateModifiedSuffixTrieFrom(string str) {
27
28
          for (int i = 0; i < str.Length; i++) {
29
           insertSubstringStartingAt(i, str);
30
31
32
        \textbf{public void} \ \texttt{insertSubstringStartingAt(int i, string str)} \ \{
33
          TrieNode node = root;
34
          for (int j = i; j < str.Length; j++) {
35
36
            char letter = str[j];
            if (!node.children.ContainsKey(letter)) {
37
              TrieNode newNode = new TrieNode();
38
39
              node.children.Add(letter, newNode);
40
41
            node = node.children[letter];
42
43
44
        public bool Contains(string str) {
45
          TrieNode node = root;
46
47
          for (int i = 0; i < str.Length; i++) {
48
           char letter = str[i];
49
            if (!node.children.ContainsKey(letter)) {
50
              return false;
51
52
            node = node.children[letter];
53
54
          return true;
55
56
57 }
```