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

Prompt Scratchpad Our Solution(s) Video Explanation Run Code

Solution 1 Solution 2

```
1\, // Copyright @ 2020 AlgoExpert, LLC. All rights reserved.
 3 #include <vector>
 4 using namespace std;
 6 vector<int> searchForRange(vector<int> array, int target);
 7 void alteredBinarySearch(vector<int> array, int target, int left, int right,
                           vector<int> *finalRange, bool goLeft);
10 // O(\log(n)) time | O(1) space
11 vector<int> searchForRange(vector<int> array, int target) {
     vector<int> finalRange{-1, -1};
13
     alteredBinarySearch(array, target, 0, array.size() - 1, &finalRange, true);
     \verb|alteredBinarySearch(array, target, 0, array.size() - 1, \&finalRange, false);|\\
14
     return finalRange;
15
16 }
17
18 void alteredBinarySearch(vector<int> array, int target, int left, int right,
                          vector<int> *finalRange, bool goLeft) {
19
20
     while (left <= right) {</pre>
21
       int mid = (left + right) / 2;
       if (array[mid] < target) {</pre>
22
23
         left = mid + 1;
24
       } else if (array[mid] > target) {
25
         right = mid - 1;
26
       } else {
27
         if (goLeft) {
           if (mid == 0 || array[mid - 1] != target) {
28
29
             finalRange->at(0) = mid;
30
             return;
31
           } else {
            right = mid - 1;
32
33
34
           35
             finalRange->at(1) = mid;
36
37
             return;
           } else {
38
             left = mid + 1;
39
40
41
42
43
44 }
```