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

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```
1\, // Copyright @ 2020 AlgoExpert, LLC. All rights reserved.
   using System.Collections.Generic;
 5 public class Program {
      // O(ns + bs) time | O(ns) space
      public static List<bool> MultistringSearch(string bigstring, string[] smallstrings) {
        Trie trie = new Trie();
        foreach (string smallstring in smallstrings) {
10
          trie.insert(smallstring);
11
        HashSet<string> containedstrings = new HashSet<string>();
12
13
        for (int i = 0; i < bigstring.Length; i++) {</pre>
          findSmallstringsIn(bigstring, i, trie, containedstrings);
14
15
        List<bool> solution = new List<bool>();
16
17
        foreach (string str in smallstrings) {
          solution.Add(containedstrings.Contains(str));
18
19
20
        return solution;
21
22
23
      public static void findSmallstringsIn(string str, int startIdx, Trie trie,
24
        {\tt HashSet} {\small <} {\tt string} {\small >} \; {\tt contained strings}) \; \{ \\
25
        TrieNode currentNode = trie.root;
26
        for (int i = startIdx; i < str.Length; i++) {</pre>
27
          char currentChar = str[i];
28
          if (!currentNode.children.ContainsKey(currentChar)) {
29
30
          currentNode = currentNode.children[currentChar];
31
          if (currentNode.children.ContainsKey(trie.endSymbol)) {
32
33
            containedstrings.Add(currentNode.word);
34
35
36
37
38
      public class TrieNode {
        public Dictionary<char, TrieNode> children = new Dictionary<char, TrieNode>();
39
40
        public string word;
41
42
43
      public class Trie {
44
        public TrieNode root = new TrieNode();
45
        public char endSymbol = '*';
46
47
        public void insert(string str) {
48
          TrieNode node = root;
          for (int i = 0; i < str.Length; i++) {
49
50
            char letter = str[i];
51
            if (!node.children.ContainsKey(letter)) {
52
              TrieNode newNode = new TrieNode();
53
              node.children.Add(letter, newNode);
54
55
            node = node.children[letter];
56
57
          node.children[endSymbol] = null;
58
          node.word = str;
59
60
61 }
```