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

Prompt Scratchpad Our Solution(s) Video Explanation Run Code

Solution 1 Solution 2

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```
1\, // Copyright @ 2020 AlgoExpert, LLC. All rights reserved.
   using System.Collections.Generic;
 5 public class Program {
     // O(nm) time | O(nm) space - where n is the length of the
      // first string and m is the length of the second string
      \textbf{public static bool } \textbf{Interweavingstrings(string one, string two, string three)} \ \{
        if (three.Length != one.Length + two.Length) {
10
          return false;
11
12
13
        bool?[,] cache = new bool?[one.Length+1, two.Length+1];
        return areInterwoven(one, two, three, 0, 0, cache);
14
15
16
      public static bool areInterwoven(string one, string two, string three, int i, int j,
17
        bool?[,] cache) {
18
        if (cache[i,j].HasValue) {
19
20
          return cache[i,j].Value;
21
22
23
        int k = i + j;
        if (k == three.Length) {
24
25
          return true;
26
27
28
        if (i < one.Length && one[i] == three[k]) {</pre>
29
          cache[i,j] = areInterwoven(one, two, three, i + 1, j, cache);
30
          if (cache[i,j].HasValue && cache[i,j].Value) {
31
            return true;
32
33
34
35
         \textbf{if} \ (\texttt{j} \ \texttt{<} \ \texttt{two.Length} \ \&\& \ \texttt{two[j]} \ \texttt{==} \ \texttt{three[k])} \ \{ \\
          cache[i,j] = areInterwoven(one, two, three, i, j + 1, cache);
36
37
          return cache[i,j].Value;
38
39
        cache[i,j] = false;
40
41
        return false;
42
43 }
```