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

Prompt Scratchpad Our Solution(s) Video Explanation Run Code

Solution 1

```
1\, // Copyright © 2020 AlgoExpert, LLC. All rights reserved.
 3 #include <vector>
 4 #include <unordered_map>
 5 using namespace std;
 7 // O(n) time | O(n) space
 8 vector<int> largestRange(vector<int> array) {
9
     vector<int> bestRange = {};
10
     int longestLength = 0;
      unordered_map<int, bool> nums = {};
11
      for (int num : array) {
12
       nums[num] = true;
13
14
15
      \quad \text{for (int num : array) } \{
16
        if (!nums[num]) {
17
          continue;
18
        nums[num] = false;
19
20
        int currentLength = 1;
21
        int left = num - 1;
        int right = num + 1;
22
        while (nums.find(left) != nums.end()) {
23
          nums[left] = false;
24
25
          currentLength++;
26
          left--;
27
        while (nums.find(right) != nums.end()) {
28
29
          nums[right] = false;
30
          currentLength++;
31
          right++;
32
33
        \textbf{if} \hspace{0.1cm} (\texttt{currentLength} \hspace{0.1cm} > \hspace{0.1cm} \texttt{longestLength}) \hspace{0.1cm} \{
34
           longestLength = currentLength;
           bestRange = {left + 1, right - 1};
35
36
37
      return bestRange;
38
39 }
```