AlgoExpert Quad Layout Python 12px Sublime Monokai 00:00:00

Prompt Scratchpad Our Solution(s) Video Explanation Run Code

Solution 1

65

```
1 \, # Copyright @ 2020 AlgoExpert, LLC. All rights reserved.
 3 \# O(nm*8^s + ws) time | O(nm + ws) space
 4 def boggleBoard(board, words):
        trie = Trie()
        for word in words:
            trie.add(word)
        finalWords = {}
        visited = [[False for letter in row] for row in board]
10
        for i in range(len(board)):
             for j in range(len(board[i])):
11
12
                explore(i, j, board, trie.root, visited, finalWords)
13
        return list(finalWords.keys())
14
15
16 def explore(i, j, board, trieNode, visited, finalWords):
17
        if visited[i][j]:
18
            return
        letter = board[i][j]
19
20
        if letter not in trieNode:
21
            return
22
        \texttt{visited[i][j] = True}
23
        trieNode = trieNode[letter]
24
        if "*" in trieNode:
            finalWords[trieNode["*"]] = True
25
        neighbors = getNeighbors(i, j, board)
26
27
        for neighbor in neighbors:
28
             {\it explore} ({\it neighbor} [{\it 0}], \, {\it neighbor} [{\it 1}], \, {\it board}, \, {\it trieNode}, \, {\it visited}, \, {\it finalWords})
29
        visited[i][j] = False
30
31
32 def getNeighbors(i, j, board):
33
        neighbors = []
34
        if i > 0 and j > 0:
            neighbors.append([i - 1, j - 1])
35
        if i > 0 and j < len(board[0]) - 1:
36
37
            neighbors.append([i - 1, j + 1])
         \begin{tabular}{ll} \textbf{if} i < len(board) - 1 \begin{tabular}{ll} and \end{tabular} j < len(board[0]) - 1: \\ \end{tabular} 
38
39
            neighbors.append([i + 1, j + 1])
        if i < len(board) - 1 and j > 0:
40
41
            neighbors.append([i + 1, j - 1])
42
        if i > 0:
43
            neighbors.append([i - 1, j])
44
        if i < len(board) - 1:
45
            neighbors.append([i + 1, j])
        if j > 0:
46
47
            neighbors.append([i, j - 1])
48
        if j < len(board[0]) - 1:</pre>
49
            \texttt{neighbors.append}([\texttt{i, j+1}])
50
        return neighbors
51
52
53 class Trie:
        def __init__(self):
54
55
             self.root = {}
56
             self.endSymbol = "*"
57
58
        def add(self, word):
            current = self.root
59
60
             for letter in word:
61
               if letter not in current:
62
                    current[letter] = {}
63
                 current = current[letter]
64
             current[self.endSymbol] = word
```