Valid anagram

part 2 using hash table - optimal

```
class Solution:
    def valid_anagram(self, s: str, t: str) -> bool:

        if len(s) != len(t):
            return False

        count = [0] * 26
        for i in range(len(s)):
            count[ord(s[i]) - ord("a")] += 1
            count[ord(t[i]) - ord("a")] -= 1

        for val in count:
            if val != 0:
                return False
        return True

print(Solution().valid_anagram(s = "racecar", t = "carrace"))
```

! Info · the ord() function returns the number representing the unicode.

- Step 1:
  self -> solution instance
  s -> "racecar"
  t -> "carrace"

- Step 2: (count [0] * 26): (26 letters alphabet)

  count -> [0, 0, 0, 0, 0, 0, 0, 0, ... 0] 26 times

- Step 3: (for i in range (len (s)))
  i -> 0

- Step 4: (count [ord (s[i]) - ord ("a")] += 1)
  ord (s[i]) -> ord ("r") -> 114
  ord ("a") -> 97
  count [17] = count [17] + 1 ->
  count -> [0 (0), 1 (0), 2 (0), 3 (0) ... 16 (0), 17 (1), 18 (0), 19 (0) ... 0]

- Step 5: (count [ord (t[i]) - ord ("a")] -= 1)
  ord (t[i]) -> ord ("c") -> 99
  count [2] -= 1 => count [0, 0, -1, 0 ... ... 0]

- Step 6 : i increase by 1
  i -> 1

- Step 7 (count [ord (s[i]) - ord ("a")] += 1)
  ord ("a") - ord ("a") => 0
  count [1, 0, -1, ... , 1, ... 0]

- Step 8 (count [ord (t[i]) - ord ("a")] -= 1)
  ord ("a") - ord ("a") = 0 => -= 1
  count [0, 0, -1, ... , 1, ... 0]

everything is repeating -> -> ->

- Step 9 :
  i -> 2

- Step 10:
  ord ("c") - ord ("a") = 2 => += 1
  count [0, 0, 0, ... , 1, ... 0]

- Step 11:
  ord ("z") - ord ("a") = 17 => -= 1
  count [0, 0, 0, 0 ..... 0, ... 0]

eventually we end up with the list "count" having zero's every where

- Step x:
  i -> 6 (last number)

- Step y:
  ord("z") - ord("a") = 17 => += 1
  count at index 17 was -1 => becoming 0

- Step z:
  ord("e") - ord("a") => 101 - 97 => 4 => -= 1
  count at index 4 was 1 => becoming zero

we end up with count [0, 0, 0, 0 --- 0]

- Last step we check if val is different than zero, and we get to return True.