

Easy

Topics

Companies

Design a logger system that receives a stream of messages along with their timestamps. Each **unique** message should only be printed **at most every 10 seconds** (i.e. a message printed at timestamp `t` will prevent other identical messages from being printed until timestamp `t + 10`).

All messages will come in chronological order. Several messages may arrive at the same timestamp.

Implement the `Logger` class:

- `Logger()` Initializes the `logger` object.
- `bool shouldPrintMessage(int timestamp, string message)` Returns `true` if the `message` should be printed in the given `timestamp`, otherwise returns `false`.

Example 1:

**Input**  
["Logger", "shouldPrintMessage", "shouldPrintMessage", "shouldPrintMessage", "shouldPrintMessage", "shouldPrintMessage", "shouldPrintMessage"]  
[[], [1, "foo"], [2, "bar"], [3, "foo"], [8, "bar"], [10, "foo"], [11, "foo"]]

**Output**  
[null, true, true, false, false, false, true]

**Explanation**  
Logger logger = new Logger();  
logger.shouldPrintMessage(1, "foo"); // return true, next allowed timestamp for "foo" is 1 + 10 = 11  
logger.shouldPrintMessage(2, "bar"); // return true, next allowed timestamp for "bar" is 2 + 10 = 12  
logger.shouldPrintMessage(3, "foo"); // 3 < 11, return false  
logger.shouldPrintMessage(8, "bar"); // 8 < 12, return false  
logger.shouldPrintMessage(10, "foo"); // 10 < 11, return false  
logger.shouldPrintMessage(11, "foo"); // 11 >= 11, return true, next allowed timestamp for "foo" is 11 + 10 = 21

Constraints:

- `0 <= timestamp <= 10^9`
- Every `timestamp` will be passed in non-decreasing order (chronological order).
- `1 <= message.length <= 30`
- At most `10^4` calls will be made to `shouldPrintMessage`.

Seen this question in a real interview before? 1/5

Yes

No

Accepted

339.6K

Submissions

445.9K

Acceptance Rate

76.2%

Topics

Hash Table

Design

Data Stream

Companies

0 - 3 months

Google

17

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2

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2

0 - 6 months

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2

Atlassian

2

Reddit

2

6 months ago

Oracle

8

Amazon

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