1. Most Letter/Shopping Pattern

lc对应链接:

https://leetcode.com/discuss/interview-question/381353/Affirm-or-Phone-Screen-or-Letters-appearing-most-number-of-words

https://leetcode.com/discuss/interview-question/1882306/Affirm-or-Phone-or-Max-Company-Count

https://www.1point3acres.com/bbs/thread-795276-1-1.html

2. Shortest Substring

followup 1: 优化一下substr(), 就是用字符串长度来做循环 followup 2: 不一定存在unique, 输出最短的substring

https://www.1point3acres.com/bbs/thread-847354-1-1.html

3. Insert Delete GetRandom O(1)

https://www.1point3acres.com/bbs/thread-841644-1-1.html

```
可以使用Java built in的data structure, 实现get(key), get_random_val(), put(key, value),
delete(), 除了delete其他都应该是constant time
"a": "apple",
"b": "banana",
"c": "peach",
"d": "pear",
等概率返回1/4 "a".val, 1/4 "b".val, 1/4 "c".val, 1/4 "d".val.
实现起来挺简单的,就是存一个HashMap和一个List of keys,每次get random的时候可以
random.nextInt(keys.size()), return对应的value
follow up是input可能有different value. 但需要等概率返回value
比如
"a": "apple",
"b": "banana",
"c": "apple",
"d": "apple",
unique value是apple和banana, 所以应该1/2 apple, 1/2 banana
需要改的地方是maintain一个List of value还有额外一个HashMap存每个value对应的count,
在delete的时候减为0时从value list里删除
```

https://www.1point3acres.com/bbs/thread-814471-1-1.html

LeetCode 三巴伊的变形,设计一个data strcuture满足以下要求 public void put(int key, int val);

```
public int get(int key);
  public void remove(int key);
  public int getRandomValue();
getRandomValue 按相同概率返回其中任意一个value
Follow up是允许不同的key有相同的value
比如 (1, 100), (2, 100), (3, 200)
要求设计两个方法
  public int getRandomValue();
  public int getUnigRandomValue();
getRandomValue 需要按frequency来, duplicate越多, 概率越大
getUniqRandomValue不看,不同的value概率相同,不论出现多少次duplicate
e.g.
getRandomValue:
100 -> 2/3
200 -> 1/3
getUnigRandomValue:
100 -> 1/2
200 -> 1/2
```

设计一个randonmized dictionary, get, put, delete都和正常dictionary一样, getRandom 随机返回某一个key/value pair的value (example: put(0,1), put(1,1), put(2,2) getRandom 2/3概率返回1, 1/3概率返回2)

follow up是getRandom改成随机返回dictionary的values (example: put(0,1), put(1,1), put(2,2) getRandom 50%返回1, 50%返回2)

另外最开始要求是delete允许O(n) 其他要求O(1), optimize要求都用O(1)

https://www.1point3acres.com/bbs/thread-729448-1-1.html

4. Insert Delete GetRandom O(1) duplicate

https://leetcode.com/discuss/interview-question/1591333/Affirm-or-phone-interview-or-Insert-Delete-GetRandom-O(1)

https://leetcode.com/discuss/interview-question/1894384/AFFIRM-or-OA-ROUND-2or-Random-Access-With-Duplicates

5. Design a hit count

https://www.1point3acres.com/bbs/thread-854911-1-1.html

写两个API process_loan 和 getLoan()(名字不记得也不重要). 第二个API 要求返回1小时内的amount.

LZ最近在刷题期,而且由于这又是第一面脑子一直没转过弯,一直当刷题。。。但其实对面 很想听design的东西。

follow up 我答的就是优化用timestmap做key。把popup one hour 的工作丢到process_loan 这样就可以只maintain 1hour timeframe 的数据。这样就都是constant 了。但是当时脑子没转过弯这段虽然答出来了但是没答好估计挂了。

coding 是之前有人分享過的題,但當時沒有很懂題意:process_loan(amount) -> None # amount is a dollar amount get_loan_volume() -> Decimal # the total \$\$ amount of loans processed in the last 1 hour —開始先直覺地把(time, amount) 存在一個list, get loan 的時候再用binary search 找出index, then sum up array[index:], 這裡要求runnable code 面試官接著要求優化兩個function 都要O(1), 突然想到題目只在乎sum, 所以可以用一個 variable 紀錄過去一個小時的sum就好,再用一個bucket array 紀錄每一秒內的sum 每當移動到下一個bucket的時候,需要先把total sum - bucket sum, 然後把current bucket sum 歸零, 再把當前的amount 加到total sum 和 bucket sum裡面。 跟面試官解釋過code 之後,他就說ok滿意了

让你实现两个支付接口, 第一个接口是记录下每笔存入的金额与时间, 接口二是返回过去60分钟所有存入的钱。 要求,时间颗粒度(granularity) 到秒; put, get调用频率很高,需要常数时间复杂度。

def putTransaction(amount, timestamp):

def getTotalTransactionInLastOneHour():

附一个pop up, 扫一遍 不用加parent

Solution 1: Circle Array Solution 2: FIFO queue

https://www.1point3acres.com/bbs/thread-715404-1-1.html

6. Pop Up node

```
1. 从root到POPUP的path 上所有点 hidden=false
2. 从root到POPUP的path上所有点的sibling hidden=true
3. POPUP 的 silbing hidden=true
4. 其他的点不变
bool dfs(DomNode* root) {
  if (!root) { return false; }
  if ("POPUP" == root->id) {
    root->hidden = false;
    return true;
  }
  bool has popup = false;
  unordered map<DomNode*, bool> node has popup;
  for (auto child : root->children) {
    node has popup[child] = dfs(child);
    has_popup = has_popup or node_has_popup[child];
  }
  if (has popup) {
```

```
for (auto child : root->children) {
       if (node_has_popup[child]) {
          child->hidden = false;
       }
       else {
          child->hidden = true;
       }
    }
  }
  return has_popup;
void open_popup(DomNode* root){
  if (!root) {
     return;
  }
  bool has_pop = dfs(root);
  if (has_pop) {
     root->hidden = false;
  }
  return;
}
```

7. card game https://leetcode.com/discuss/int ... Affirm-Phone-screen

https://www.1point3acres.com/bbs/thread-774866-1-1.html

```
// Part 1:
// this is a two player card game
// the game starts with a deck of 52 cards represented as unique integers [1...52]
// the cards are randomly shuffled and then dealt out to both players evenly
// on each turn:
// both players turn over their top-most card
// the player with the higher valued card takes the cards and puts them in their scoring pile (scoring 1 point per card)
// this continues until all the players have no cards left
// the player with the highest score wins
// if they have the same number of cards in their win pile, tiebreaker goes to the player with the highest card in their win pile
```

8. Decision tree

https://www.1point3acres.com/bbs/thread-877599-1-1.html

coding: parse and store decision tree,要求写3个method 1. 建 decision tree (left or right child 可以一步一步call 然后开始建) 2.evaluate decision (给所有decision 的 value, 做判断,是 true

/ false) 3. store decision tree (大概意识是如何把这个建好的decision tree存好,发给别的host 然后做decision)

https://www.1point3acres.com/bbs/thread-770612-1-1.html https://www.1point3acres.com/bbs/thread-568749-1-1.html https://www.1point3acres.com/bbs/thread-568416-1-1.html

9. filter

https://www.1point3acres.com/bbs/thread-726848-1-1.html

```
给的是一个file path, 让你读这个文件,然后parse, 最后filter 结果,得到他们想要的东西 color date number green 2001/02/23 8 purple 2006/05/11 1 white 2019/02/17 200 sheet = SpreadSheet("a.txt"); sheet.filter(['color', '=', 'green']) => [ ['green', 2001/02/03, 8] ] 注意,颜色可能有duplicate. 希望大家可以加点米,谢谢,我自己都看不到自己的帖子。。。
```