**Problem #1528: Shuffle String**

<https://leetcode.com/problems/shuffle-string/description/>

**My Solution:**

1. Initialize mydict as an empty dictionary.
2. Traverse through s and store the value at index I as key and the letter from s as the value.
3. Initialize res as an empty list to store the result.
4. Get the value of each index from 0 to len(s) – 1 from the dictionary and append this to res.
5. Join res into a string and return this string

class Solution:

def restoreString(self, s: str, indices: List[int]) -> str:

mydict = {}

for i, letter in enumerate(s):

mydict[indices[i]] = letter

res = []

for i in range(len(s)):

res.append(mydict[i])

return "".join(res)

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**Better Solution:**

1. Create a list of 0s called res of length s to hold the results.
2. Traverse though each index of s. From indicies get the index for each position which is the index of res. The corresponding value at this index will be obtained from s.
3. Join res into a string and return this string.

class Solution:

def restoreString(self, s: str, indices: List[int]) -> str:

res = [0] \* len(s)

for i in range(len(s)):

res[indices[i]] = s[i]

return "".join(res)