-Number of Islands 🡪 find number of islands

DFS or BFS does not matter, count the number of times the search gets triggered. Mark all visited ones. Number of trigger times = number of islands

-Add Two Numbers 🡪 Add two numbers that are represented by linkedlist in reverse

While loop condition is an or of either head not null. Account for a null head by adding zero if iterator of a list is null.

-LRU Cache (System Design) 🡪 Design LRU Cache with initial capacity and O(1) get and put

HashMap of key to value. LinkdList that ordered LRU status. HashMap of key to ListNode for O(1) access to a node. ListNode pointer to head and tail.

-Trapping Rain Water 🡪 Array of elevations, compute how much water gets trapped in.

Two pointer approach: Iterate left pointer until first nonzero height.

(1)Move right pointer until hit an elevation that is higher than left pointer. Keep track of tallest right pointer has seen while iterating right. If right hits end without finding taller than left, move right to the tallest that was seen.

(2)Find the shortest pillar between the left pointer and right pointer. Increment left up one. Subtract current left pointer from shortest and add to total. Increment left until hit right. Repeat process until left index is about to hit right.

Repeat the above until left hits end of array.

-Merge k sorted lists

Min heap of all the listnodes with their values. After removal of root which is the min, move node to its next and reinsert into heap. If it is null, do not reinsert and do not heapify. No extra array space needed because each node is inserted directly into heap so it marks its lists head and the value.

-Valid parentheses 🡪 String of just ‘(‘, ‘)’, ‘{‘, ‘}’, ‘[‘, or ‘]’. Valid is all opens are closed by the same type and opens must be closed in correct order.

Use a stack. Push onto stack if left bracket. Pop off stack if right bracket. If popped is incorrect matching bracket or if stack is empty when trying to pop it is false. If at end, more left 🡪 stack is not empty then it is false. Otherwise if stack is empty at the very end, it is true.

-Maximum Subarray – maximum subarray in an array

Dynamic Programming: sum array from the right and track the max. If current index value is larger than current sum + current index value(means sum currently is negative and current value is positive), restart sum at current index and sum right. Repeat process until hit the end and return the max sum.

-Rotting Oranges – Each cell of grid has empty, fresh, or rotting orange. Adjacent to a rotting orange rots per time step. Min time for all rotting.

BFS: Add all rotting oranges into BFS queue. BFS expands the rotting in rounds. Track each round by changing the cell getting added into BFS queue if it is fresh to a timer of previous adjacent cell that causing the current cell to be added into queue plus some value. At end, return the largest valued cell and calculate the original number of rounds.

-Longest Substring Without Repeating Characters

Two pointer approach: move right pointer right until a duplicate is hit. Move left pointer right until duplicate is gone. Track size when there are no duplicates. Finish when right is at the end.

-3Sum – return all unique triplets which sum to zero O(n^2)

**Two pointer approach for sorted array:** for sorted array, left pointer at index 0, right index at the very right. If sum is less than target, increment left index, otherwise if it is greater, decrement right. If two pointers go past each other, then target not there.

For 3 sum: sort array (n log n) and for each index use two pointer approach to find target sum that is negative of current sum. Do not run two pointer on duplicate values so increment pointer until it is not equal to previous and then run two pointer.

-Best Time to Buy and Sell Stock – Array of stock values on day i

Dynamic Programming – Keep track of currently seen minimum value. Keep track of largest seen prices[i] – min\_value seen as iterate one pass over array.

-Product of Array Except Self – return an array where each spot is the product of all elements except for element at particular index

Make array that is product of everything to the left of that index. Keep track of product accumulating from the right and multiple current product with current position in array from the right.

-Merge Intervals – Given a collection of intervals, merge all overlapping intervals

Sort array by ascending start time. All overlapping intervals will now be adjacent. Merge by starting to iterate from the beginning of the array.

-Subarray Sum Equals K – Given an array of integers, find total number of continuous subarrays that sum to K.

Dynamic Programming – Start a cumulative sum from the start of the array. For each sum, track the number of times that sum has been seen in a HashMap. Find the difference between K and current sum at the current index and increment the number of times that sum has been seen from the HashMap. Add the number of times the difference has been seen in the HashMap to the total number of subarray sums equals k.

-Reverse Linked List

Iterate through list and attach like this: Sentinel -> attach here -> previous node

-Minimum Remove to Make Valid Parentheses - *parentheses string* is valid if and only if:

* It is the empty string, contains only lowercase characters, or
* It can be written as AB (A concatenated with B), where A and B are valid strings, or
* It can be written as (A), where A is a valid string.

Valid parentheses boils down to at any point cannot have more ( to the right of ) and more ) to the left of (.

Start from left and increment counter every time the character is (. Decrement the counter if it is ). If the counter is below zero, at that index to a HashSet. Do the same process from the right and increment a counter for ) and decrement it for a (. Add all negative counter indices to a HashSet. Remove all characters at the indices in the HashSet.

- Coin Change – given coins of different value and a total amount of money, find the fewest number of coins to make that amount if possible. Each coin value can be used infinitely many times.

**Dynamic Programming:** DP array of size amount + 1. Each value in array with index i represents the least amount of coins that can make up amount i. For each index, iterate through each coin value and if the index equals a coin value, set it to the index to value 1, otherwise, check the index – (each value in coin) and if the index – coin\_value + 1 is less than what is in the current index or the current index is 0, set the current index value to previous index + 1. Return the value in the largest index of the dp array.

**-** Word Break – Given a **non-empty** string s and a dictionary wordDict containing a list of **non-empty** words, determine if s can be segmented into a space-separated sequence of one or more dictionary words. i.e. applepenapple [“apple”, “pen”] 🡪 true “apple” “pen” “apple”

**Dynamic Programming:** Iterate through the characters of the String s. Keep a HashSet of indexes that can be segmented from the words in word dict. If the substring from 0 to current index is in the dictionary, add the current index into the index set. Otherwise, iterate through the word dict and if the current index – length of current iterated string in word dict >= 0 and the current index – length is in the HashSet of indexes, add the current index to the HashSet. Return if the HashSet contains the index of the s.length() – 1 at the end.

**-** Serialize and Deserialize Binary Tree(System Design) – Convert binary tree to string and back to binary tree.

Serialize – DFS with stringbuffer. Counter integer as ID of current node(need to use an array so that the it is a pointer and the value increments through all recursive calls. String is “root.val:parent\_id:counter[0]:left “. Parent ID is passed through the recursive call since it is DFS. Node ID is counter[0] which gets incremented in each recursive call. Left is a Boolean and gets set from the caller function as true when it calls the left child and false on the right child.

Deserialize – Split the string data on the “ “. Make a new TreeNode for each node data and put a it in a HashMap with key as the ID and the node as the value. Iterate through all the nodes, and grab the parent ID from the node data in the string and the parent node using the parent ID from the HashMap and grab the child node with the child id from the node HashMap. Set the parent child node to the appropriate left or right child based on the left flag true or false.

-Minimum Window Substring – Given a string S and a string T, find the minimum window in S which will contain all the characters in T in complexity O(n). **Input: S** = "ADOBECODEBANC", **T** = "ABC"

**Output:** "BANC"

Sliding Window – Left and right pointer starting at index 0. Keep incrementing right pointer until all the letters in T are in the substring. Move left pointer right until substring does not contain all the letters anymore. Repeat until the right index is at the end. Then keep moving left pointer right until it is no longer a valid substring. Track the indices that contain all the letters in T and have the smallest difference.

The check for a valid substring can be done through arrays representing the values of a-z, A-Z in an ascii table. An array of 52. The check takes O(52).

-Next Permutation – Rearrange numbers into the next greater permutation of numbers. If it cannot be larger, rearrange them into the lowest possible order (ascending order).

Starting from the right and moving left, find the first value that is smaller than the value previous to it (index k). Find the smallest value to the right of index k that is larger than the value at index k. If there are multiple values that are equal to the smallest value to the right of k, take the rightmost one. Swap the value at index k with the rightmost smallest value to the right of k that is larger than k. Reverse the order of all the elements to the right of k.

-Container With Most Water – n nonnegative integers that are points at (index, height[index]) find two lines which together with x axis forms a container that contains the most water. Line is parallel to x axis.

Two pointer approach: Start with pointer at left end and pointer at right end. Track the left and right index of the maximum container seen so far. Whichever pointer has a shorter height, shift that pointer inwards by one. Stop when the pointers meet/cross.

Proof: We starts with the widest container, l = 0 and r = n - 1. Let's say the left one is shorter: h[l] < h[r]. Then, this is already the largest container the left one can possibly form. There's no need to consider it again. Therefore, we just throw it away and start again with l = 1 and r = n -1.

-Search in a Rotated Sorted Array – Find a target value in a sorted array that is rotated at a pivot point i.e. [1,2,3,4,5] 🡪 rotated [4,5,6,7,0,1,2]

Special cases: if length = 0, length = 1, length = 2

Otherwise, if nums[0] < nums[nums.length – 1] 🡪 unrotated, call binary search

Else:

Binary Search – Find pivot point with binary search

1. If mid > nums[0] 🡪 pivot to the right, find\_pivot(nums, mid+1, upper)
2. If nums[mid] <= nums[0] 🡪 pivot is mid or to the left
   1. Check for mid == 0, if nums[mid] == nums[0] return 0, pivot is first index
   2. Else
      1. Check if current is pivot, nums[mid] < nums[mid – 1]
      2. Otherwise find\_pivot(nums, lower, mid)

If nums[0] > target, binarySearch(pivot, end)

Otherwise, binarySearch(start, pivot)

-Spiral Matrix – Given a matrix of m x n elements (m rows, n columns), return all elements of the matrix in spiral order

Go around in layers of the matrix. Hardest part is getting indexes correct and stop conditions correct.

-Copy List with Random Pointer – LinkedList where each node has a copy to a random node in the list. Return a deep copy of the list.

Interleave the newly created list with the original list. O1 -> n1 -> o2 -> n2…. The new list must come after the original because to get the new random node it needs to access o1.random.next. After interleaving, separate the lists and return the new list.

-Kth largest element in an array 🡪 use a minheap

-Find the Median of a Data Stream (System Design) – Supports addNum and getMedian

Two balanced Heaps approach – Minheap and maxheap. After each insert, make sure each heap’s size is within one of each other. If not, pop off the root of the larger heap and add it to the smaller heap. If the total size is odd, return whichever root falls onto the correct count. If total size is odd, return the avg of both roots.

-Merge Sorted Arrays – Two sorted arrays, the first array has enough buffer space at end to hold the second array.

Start adding elements from the end of the first array, and add the elements in descending order.

-Binary Tree Right Side View - Given a binary tree, imagine yourself standing on the right side of it, return the values of the nodes you can see ordered from top to bottom.

**Example:**

**Input:** [1,2,3,null,5,null,4]

**Output:** [1, 3, 4]

**Explanation:**

1 <---

/ \

2 3 <---

\ \

5 4 <---

DFS down the tree with an ArrayList. If the arraylist size >= depth + 1(0 depth at root), set the index to the value, otherwise append onto the end of the list(first time current depth has been reached). DFS naturally traverses left to right if left child is called recursively first.

-Decode Ways – Given a non-empty string containing only digits, count the number of ways it can be decoded. ‘A’ – 1, ‘B’ – 2 … ‘Z’ – 26.

Dynamic Programming: Using a sliding window. Create an array of length 2. Set *arr[0] = 1* if first character if not ‘0’. Set arr[1] to one if first two characters >= 10 and <=26. Add *arr[0]* to *arr[1]*.

Iterate from 3 to the length of the string *s*. If *i* is odd, modify arr[0]. If *i* is even, modify *arr[1].* If the current character != ‘0’, set the current arr index to the other arr index’s value. If the current character and the previous one make a number in between ten and 26, add the original arr index’s value to the current arr index’s value. At the end, return arr[0] if the length of s is odd, arr[1] if the length of s is even.



-Word Search -- > find if word exists in word search (2d grid) 🡪 backtracking algorithm

<https://leetcode.com/explore/learn/card/recursion-ii/472/backtracking/>

**Backtracking**: mark status of currently visited path so do not hit same spot again. Before returning back from current call, remove that mark so that a different path can use that spot again. Remove the mark so that a parent recursive call can go down a different path that uses that spot. 🡨 Removal requires a temporary local variable rather than directly returning the recursive call.

private boolean backtrack(char[][] board, String word, int count,

boolean[][] visited, int x, int y)

{

if (x < 0 || x >= board[0].length || y < 0 || y >= board.length)

{

return false;

}

else if (word.charAt(count) != board[y][x])

{

return false;

}

else if (visited[y][x])

{

return false;

}

else if (count == word.length() - 1)

{

return word.charAt(count) == board[y][x];

}

else

{

**visited[y][x] = true;**

boolean return\_val = backtrack(board, word, count + 1, visited, x - 1, y) ||

backtrack(board, word, count + 1, visited, x + 1, y) ||

backtrack(board, word, count + 1, visited, x, y - 1) ||

backtrack(board, word, count + 1, visited, x, y + 1);

**visited[y][x] = false;**

return return\_val;

}

-Permutations – given list of distinct integers, return all possible permutations

Add a new arraylist to answer arraylist with each starting number in list as a starting number. Recurse and if the size of the list is still shorter than the num list, iterate through the num list and check to and for each one that is not currently in the list, create a new list with that number and recurse again. 



-Reverse Nodes in k-Group – Reverse the nodes of a linkedlist k at a time. If there are left out nodes at the end, return them in the original order.

Constant space and linear time. For each group, reverse it in constant space using the technique sentinel -> attach next here -> nodes previous. After function call, return 3 markers as an array, the beginning of the reversed chunk, the end of the reversed chunk, and the next node past the reversed chunk. These allow the proper placement of pointers in the list after reversal.



-Word Ladder – Given *beginWord* and *endWord* and a dictionary word list, find shortest transformation from start to end. Only one letter can be changed at a time and each intermediate word must be in the word list.

BFS – put the beginning word into the queue. Add a new arraylist to the map with the word as the key and the arraylist with the word in it. For each current word, iterate through each character and change each character to each letter in the alphabet. If the new word exists in the set, get the arraylist of the previous word, the arraylists are the chains of word sequences. Create a new arraylist from the previous word arraylist and add the new word to it. Put the new chain arraylist into the map with the new word as the key Put the new word into the queue. If the current word equals the end word, get the arraylist from the map with the endword as the key and return the length as the chain length.

-Top K Frequent Elements – Non-empty array of integers, return k most frequent elements.

HashMap of number to counts. MinHeap of size k of pairs of values to counts.

-Longest String Chain – List of words – *word1* is predecessor of *word2* if one letter can be added anywhere in *word1* to make it *word2.* All intermediary words must be in the list. Return the longest chain.

Sort the words by increasing length. Create a HashMap of lengths to Sets of Strings with that length. Create a HashMap of Strings to ArrayLists that are the sequences of strings up to the key String.

For each string *s* in the words list, iterating in ascending length order, remove one character from each spot in the word. If the shorter word exists in the map of lengths to sets of strings, get the sequence(arraylist) of the shorter word. Copy it, and add the existing longer word to the new arraylist. Make a set if it doesn’t exist for words of the length of *s* and add *s*  to the set and put it in the HashMap of length to sets of words. Add the newly created sequence to the sequences HashMap with the *s*  as the key and the arraylist as the value.

If none of the words with a single character removed exists the sequences or lengths, add the current string to a set with the length as a key and the set as the value to the lengths HashMap. Add a new arraylist with the current word as the key and the arraylist with only the current word as the value. Add that to the sequences HashMap.

At the end, iterate through all the sequences HashMap and return the length of the longest ArrayList.

-Binary Tree Vertical Order Traversal – Return vertical traversal(top to bottom, column by column). If two nodes are in the same row and column, the order should be left to right.

Create a new class Pair that is the node and integer offset from the center. BFS of Pairs and for each left and right child create a new pair that tracks both the node and the offset. If offset is negative, put it in the appropriate indexed arraylist for left nodes and if it is non-negative put it into arraylist for right nodes properly indexed. Reverse the left arraylist and append the right arraylist TreeNode values.

**Input:** [3,9,8,4,0,1,7,null,null,null,2,5] (0's right child is 2 and 1's left child is 5)

3 **Output:**

/\ [

/ \ [4],

9 8 [9,5],

/\ /\ [3,0,1],

/ \/ \ [8,2],

4 01 7 [7]

/\ ]

/ \

5 2

-Climbing Stairs – climbing stair case, n steps to reach the top. You can climb in either 1 or 2 steps. How many ways can you climb to the top.

Dynamic Programming: Iterate from 3 to equals *n*. Have a variable called sum which sums the total number of ways to current *i. first = 1*, *second = 2*. Within each iteration, *sum = 0;* *sum += first + second.* If *i % 2 != 0, first = sum, else second = sum*. *sum* at the end is the total number of ways up the stairs.

-Minimum Path Sum – *m x n* grid with non-negative integers, find a path from top left to bottom right which minimizes the sum along its path. You can only move down or right.

Dynamic Programming: Create another grid of *m x n* size that tracks costs and set them all to -1. Set the top left of the cost grid to the original grid’s value in the top left spot. Iterate through the cost grid in ascending row and column order, and set the new square on minimum of the top square and left square plus the cost of the current square. Return the bottom right square of the cost matrix.

-Search a 2D Matrix – search for a value in an *m x n* matrix. Each row in the matrix is sorted in ascending order. The first number in a row is greater than the last number in the previous row.

Binary Search – During binary search, implicitly convert row and column indices into 1D array indices. *row = mid / arr[0].length, col = mid % arr[0].length*.

-Two Sum II – Input Array is Sorted – sorted array in ascending order, find two numbers that add up to a specific target.

Two pointer approach for finding target in sorted array – pointer at beginning, pointer at end. If sum is greater than target, decrement right pointer, if it is smaller, increment left pointer. If the pointers cross then the sum does not exist.

-Palindrome Permutation – Given a string determine if a permutation of it could form a palindrome.

If the number of characters is odd, ensure that all character counts are even except 1 character which is one. If the count is even, all character counts must be even.

-Delete Node in a Linked List – delete a node in a linkedlist given only access to that node

Copy next node’s data to current node. Move nodes next pointer to next.next. Cannot accomplish given access to tail node.

-Print Immutable LinkedList in Reverse

Recurse until the end of the list, print after the recursive call so it prints out while moving back up the call stack.

if(head != null)

{

printLinkedListInReverse(head.getNext());

head.printValue();

}