

Reverse Words in a String

Given an input string, reverse the string word by word.

For example,

Given s = "the sky is blue",

return "blue is sky the".

```
public class Solution {
    public String reverseWords(String s) {
        StringBuffer revStr = new StringBuffer();

        if (s == null || s.length() == 0)
        {
            return "";
        }

        String[] str = s.split(" ");
        int n = str.length;

        for (int i = n - 1; i >= 0; i--)
        {
            if (!str[i].equals(""))
            {
                revStr.append(str[i]).append(" ");
            }
        }

        return revStr.length() == 0 ? "" : revStr.substring(0, revStr.length() - 1);
    }
}
```

Evaluate Reverse Polish Notation

Evaluate the value of an arithmetic expression in [Reverse Polish Notation](#).

Valid operators are +, -, *, /. Each operand may be an integer or another expression.

Some examples:

```
["2", "1", "+", "3", "*"] -> ((2 + 1) * 3) -> 9
["4", "13", "5", "/", "+"] -> (4 + (13 / 5)) -> 6
```

```
public class Solution {
    public int evalRPN(String[] tokens) {
        String operator = "+*/-";
        Stack<String> bucket = new Stack<String>();

        for (String p : tokens)
        {
            if (!operator.contains(p))
            {
                bucket.push(p);
            }
            else
            {
                int n1 = Integer.parseInt(bucket.pop());
                int n2 = Integer.parseInt(bucket.pop());
                int out = operation(p, n2, n1);
                bucket.push(Integer.toString(out));
            }
        }
        return Integer.parseInt(bucket.pop());
    }

    private int operation(String operator, int a, int b)
    {
        int c = 0;

        if (operator.equals("+")) c = a + b;
        else if (operator.equals("-")) c = a - b;
        else if (operator.equals("*")) c = a * b;
        else if (operator.equals("/") && b != 0) c = a / b;

        return c;
    }
}
```

Sort List

Sort a linked list in $O(n \log n)$ time using constant space complexity.

```
/*
 * Definition for singly-linked list.
 * class ListNode {
 *   int val;
 *   ListNode next;
 *   ListNode(int x) {
 *     val = x;
 *     next = null;
 *   }
 * }
 */
public class Solution {
    public ListNode sortList(ListNode head) {
        if (head == null || head.next == null)
        {
            return head;
        }

        ListNode fast = head;
        ListNode slow = head;
        while (fast.next != null && fast.next.next != null)
        {
            fast = fast.next.next;
            slow = slow.next;
        }
        fast = slow.next;
        slow.next = null;
        fast = sortList(fast);
        slow = sortList(head);
        return merge(slow, fast);
    }

    private ListNode merge(ListNode lo, ListNode hi)
    {
        ListNode head = new ListNode(0);
        ListNode cur = head;
        if (lo == null)
        {
            return hi;
        }
        else if (hi == null)
        {
            return lo;
        }
        while (lo != null && hi != null)
        {
            if (lo.val <= hi.val)
            {
                cur.next = lo;
                lo = lo.next;
            }
            else
            {
                cur.next = hi;
                hi = hi.next;
            }
        }
    }
}
```

```

        {
            cur.next = hi;
            hi = hi.next;
        }
        cur = cur.next;
    }

    if (lo != null)
    {
        cur.next = lo;
    }
    else if (hi != null)
    {
        cur.next = hi;
    }
    return head.next;
}
}

```

Reorder List

Given a singly linked list $L: L_0 \rightarrow L_1 \rightarrow \dots \rightarrow L_{n-1} \rightarrow L_n$,

reorder it to: $L_0 \rightarrow L_n \rightarrow L_1 \rightarrow L_{n-1} \rightarrow L_2 \rightarrow L_{n-2} \rightarrow \dots$

You must do this in-place without altering the nodes' values.

For example,

Given $\{1, 2, 3, 4\}$, reorder it to $\{1, 4, 2, 3\}$.

1. break the linked list in the middle into two list;
2. reverse the second linked list
3. merge the two list by inserting the second one after the first one.

```

/**
 * Definition for singly-linked list.
 * class ListNode {
 *   int val;
 *   ListNode next;
 *   ListNode(int x) {
 *     val = x;
 *     next = null;
 *   }
 * }
 */
public class Solution {
    public void reorderList(ListNode head) {
        if (head == null && head.next == null && head.next.next != null)
        {
            ListNode slow = head;
            ListNode fast = head;
            while (fast != null && fast.next != null && fast.next.next != null)
            {
                fast = fast.next.next;
                slow = slow.next;
            }
            ListNode second = slow.next;
            slow.next = null;

            second = reverseOrder(second);
            ListNode curr = head;
            ListNode curr2 = second;
            while (curr2 != null)
            {
                ListNode temp1 = curr.next;
                ListNode temp2 = curr2.next;

                curr.next = curr2;
                curr = temp1;
                curr2.next = curr;

                curr2 = temp2;
            }
        }

        public ListNode reverseOrder(ListNode list)
        {
            if (list == null || list.next == null)
            {
                return list;
            }

            ListNode currNode, nextNode;
            currNode = list;
            nextNode = list.next;
            list.next = null;
            while (nextNode != null)
            {
                ListNode loopNode = nextNode.next;
                nextNode.next = currNode;
                currNode = nextNode;
                nextNode = loopNode;
            }
            list = currNode;
        }
        return list;
    }
}

```

Linked List Cycle II

Given a linked list, return the node where the cycle begins. If there is no cycle, return `null`.

Follow up:

Can you solve it without using extra space?

循环中奇数和偶数个结点:

1. 使用两个指针`slow, fast`。两个指针都从表头开始走，`slow`每次走一步，`fast`每次走两步，如果`fast`遇到`null`，则说明没有环，返回`false`；如果`slow == fast`，说明有环
2. 第一次相遇后，让`slow, fast`继续走。slow从head开始走，slow，fast各走一步，再次相遇的就是循环起始结点

```

/**
 * Definition for singly-linked list.
 * class ListNode {
 *   int val;
 *   ListNode next;
 *   ListNode(int x) {
 *     val = x;
 *     next = null;
 *   }
 * }
 */
public class Solution {
    public ListNode detectCycle(ListNode head) {
        if (head == null || head.next == null)
        {
            return null;
        }

        ListNode slow = head;
        ListNode fast = head;
        while (true)
        {
            slow = slow.next;
            fast = fast.next.next;

            if (fast == null || fast.next == null)
            {
                return null;
            }
        }
    }
}

```

```

        if (fast == slow)
        {
            break;
        }
        slow = head;
        while (slow != fast)
        {
            slow = slow.next;
            fast = fast.next;
        }
        return slow;
    }
}

```

Linked List Cycle

Given a linked list, determine if it has a cycle in it.

Follow up:

Can you solve it without using extra space?

```

同上
/**
 * Definition for singly-linked list.
 * class ListNode {
 *   int val;
 *   ListNode next;
 *   ListNode(int x) {
 *     val = x;
 *     next = null;
 *   }
 * }
 */
public class Solution {
    public boolean hasCycle(ListNode head) {
        if (head == null || head.next == null)
        {
            return false;
        }
        ListNode slow = head;
        ListNode fast = head;
        while (true)
        {
            if (fast == null || fast.next == null)
            {
                return false;
            }
            slow = slow.next;
            fast = fast.next.next;
            if (slow == fast)
            {
                return true;
            }
        }
    }
}

```

Binary Tree Preorder Traversal

Given a binary tree, return the *preorder* traversal of its nodes' values.

For example:

Given binary tree {1, #, 2, 3},

```

    1
   \
    2
   /
  3

```

return [1, 2, 3].

Recursive solution

```

/**
 * Definition for binary tree
 * public class TreeNode {
 *   int val;
 *   TreeNode left;
 *   TreeNode right;
 *   TreeNode(int x) { val = x; }
 * }
 */
public class Solution {
    public List<Integer> preorderTraversal(TreeNode root) {
        List<Integer> list = new ArrayList<Integer>();
        if (root == null)
        {
            return Collections.EMPTY_LIST;
        }
        list.add(root.val);
        list.addAll(preorderTraversal(root.left));
        list.addAll(preorderTraversal(root.right));
        return list;
    }
}

```

Binary Tree Postorder Traversal

Given a binary tree, return the *postorder* traversal of its nodes' values.

For example:

Given binary tree {1, #, 2, 3},

```

    1
   \
    2
   /
  3

```

return [3, 2, 1].

Note: Recursive solution is trivial, could you do it iteratively?

recursive solution

```

/**
 * Definition for binary tree
 * public class TreeNode {
 *   int val;

```

Word Break

For example, given

```
dict = ["leet", "code"].
```

```
"leetcode": result = TFFFTFFFT
```

Word Break II

Return all such possible sentences.

For example, given

```
dict = ["cat", "cats", "and", "sand", "dog"]
```

```
dict = ["cat", "cats", "and", "sand", "dog"].
```

A solution is ["cats and dog", "cat sand dog"].

Submission Result: **Time Limit Exceeded**

Single Number

Note:

Your algorithm should have a linear runtime complexity. Could you implement it without using extra memory?

```
int cnt = 0;
int x = cnt++;
cnt = 0;
int y = ++cnt;
System.out.println(x + " " + y); //0 1

int cnt = 0;
```

```

        int x = cnt++;
        int y = ++cnt;
        System.out.println(x + " " + y); // 0 2//
//cnt++ increments cut by 1, but return the old value of cnt; ++cnt increments cnt by 1 and return the new value;//

public class Solution {
    public int singleNumber(int[] A) {
        if (A.length <= 1) {
            return A[0];
        }

        int len = A.length;
        HashMap<Integer, Integer> map = new HashMap<Integer, Integer>();

        for (int i = 0; i < len; i++) {
            if (!map.containsKey(A[i])) {
                int count = 0;
                map.put(A[i], ++count);
            }
            else {
                map.put(A[i], map.get(A[i]) + 1);
            }
        }

        int results = 0;
        for (Integer i : map.keySet()) {
            if (map.get(i) == 1) {
                results = i;
            }
        }

        return results;
    }
}

```

Candy

There are N children standing in a line. Each child is assigned a rating value.

You are giving candies to these children subjected to the following requirements:

- Each child must have at least one candy.
- Children with a higher rating get more candies than their neighbors.

What is the minimum candies you must give?

通常是要求的变量跟左右元素有关系的题目：两边扫描的方法

一些例子：

1 2 3 3 3 => 8 因为candy数可以是

1 2 3 1 1

1 2 3 2 3 => 9 因为candy数可以是

1 2 3 1 2

思路：

1

$d[i]$ 是给第 i 个小孩最少几块糖
 $rank[i] > rank[i - 1]$ ，必须比前一个多给一块， $d[i] = d[i - 1] + 1$
 $rank[i] <= rank[i - 1]$ ，两个排名一样，第二个就给一块就行了， $d[i] = 1$

基本思路就是进行两次扫描，一次从左往右，一次从右往左。第一次扫描的时候维护对于每一个小孩左边所需要最少的糖果数量，存入数组对应元素中，第二次扫描的时候维护右边所需的最少糖果数，并且比较将左边和右边大的糖果数量存入结果数组对应元素中。这样两遍扫描之后就可以得到每一个所需要的最少糖果量，从而累加得出结果。方法只需要两次扫描，所以时间复杂度是 $O(2n)=O(n)$ 。空间上需要一个长度为 n 的数组，复杂度是 $O(n)$ 。

```

public class Solution {
    public int candy(int[] ratings) {
        if (ratings.length == 0) {
            return 0;
        }

        int[] num = new int[ratings.length];
        num[0] = 1;

        for (int i = 1; i < ratings.length; i++) {
            if (ratings[i] > ratings[i - 1]) {
                num[i] = num[i - 1] + 1;
            }
            else if (ratings[i] == ratings[i - 1]) {
                num[i] = 1;
            }
            else if (ratings[i] < ratings[i - 1]) {
                num[i] = 1;
            }
        }

        int res = num[ratings.length - 1];
        for (int i = ratings.length - 2; i >= 0; i--) {
            int curr = 1;
            if (ratings[i] > ratings[i + 1]) {
                curr = num[i + 1] + 1;
            }
            res += Math.max(num[i], curr);
            num[i] = curr;
        }

        return res;
    }
}

```

Gas Station

There are N gas stations along a circular route, where the amount of gas at station i is `gas[i]`.

You have a car with an unlimited gas tank and it costs `cost[i]` of gas to travel from station i to its next station $(i+1)$. You begin the journey with an empty tank at one of the gas stations.

Return the starting gas station's index if you can travel around the circuit once, otherwise return -1.

Note:

The solution is guaranteed to be unique.

```

public class Solution {
    public int canCompleteCircuit(int[] gas, int[] cost) {
        if (gas.length == 0 || cost.length == 0 || gas.length != cost.length) {
            return -1;
        }

        int sum = 0;
        int total = 0;
        int start = 0;

        for (int i = 0; i < gas.length; i++) {
            sum += gas[i] - cost[i];
            total += sum;

            if (sum < 0) {

```

Palindrome Partitioning

Given a string *s*, partition *s* such that every substring of the partition is a palindrome.

Return all possible palindrome partitioning of *s*.

For example, given *s* = "aab",

Return

```
[
  ["aa","b"],
  ["a","a","b"]
]
```

recursive solution, two pointers; a start pointer that increases recursively, when the end index pointer is fixed(a,ab -> a,a,b); an end index pointer increases iteratively, when the start pointer is fixed (a-a,a).

Given a string s , partition s such that every substring of the partition is a palindrome.

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Return all possible palindrome partitioning of s.

For example, given $s = \text{"aab"}$,

Return

recursive solution, two pointers; a start pointer that increases recursively, when the end index pointer is fixed(a,ab -> a,a,b);
an end index pointer increases iteratively, when the start pointer is fixed (a->aa).
dfs

Palindrome Partitioning II

Given a string s , partition s such that every substring of the partition is a palindrome.

Given a string s , partition s such that every substring of the partition is a palindrome.

Return the minimum cuts needed for a palindrome partitioning of s.

For example, given $s = \text{"aab"}$,

Return 1 since the palindrome partitioning ["aa", "b"] could be produced using 1 cut.

```
Last executed input:      "ababababababababababcbabababababababababa"  
Exception in thread "main" java.lang.OutOfMemoryError: Java heap space
```

```
Last executed input:      "ababababababababababcbababababababababababa"  
Exception in thread "main" java.lang.OutOfMemoryError: Java heap space
```

Letter Combinations of a Phone Number

Given a digit string, return all possible letter combinations that the number could represent.

Given a digit string, return all possible letter combinations that the number could represent.

A mapping of digit to letters (just like on the telephone buttons) is given below.

Note:

Although the above answer is in lexicographical order, your answer could be in any order you want.

DFS: add(ad), add(ae), add(af), add(bd).....

```
public class Solution {
    public List<String> letterCombinations(String digits) {
        String[] map = new String[10];
        map[0] = "";
        map[1] = "";
        map[2] = "abc";
        map[3] = "def";
        map[4] = "ghi";
        map[5] = "jkl";
        map[6] = "mno";
        map[7] = "pqrs";
        map[8] = "tuv";
        map[9] = "wxyz";

        int n = digits.length();
        List<String> comb = new ArrayList<String>();
        char[] trace = new char[n];

        if (digits == null || n == 0) {
            comb.add(new String(trace));
            return comb;
        }

        LC(digits, 0, 0, comb, trace, map);
        return comb;
    }

    private void LC(String digits, int l, int d, List<String> comb, char[] trace, String[] map) {
        int n = digits.length();
        if (l == n) {
            comb.add(new String(trace));
        } else {
            int ind = Integer.parseInt(digits.substring(l, l + 1));
            if (ind > 0) {
                String A = map[ind];
                for (int j = 0; j < A.length(); j++) {
                    trace[d] = A.charAt(j);
                    LC(digits, l + 1, d + 1, comb, trace, map);
                }
            } else {
                LC(digits, l + 1, d, comb, trace, map);
            }
        }
    }
}
```