

Two Sum

```
class Solution {
public:
    vector<int> twoSum(vector<int>& nums, int target) {
        int i;
        int j;

        vector<int> awn;

        for (i = 0; i < nums.size(); i++) {
            if (nums[i] <= target) {
                for (j = i + 1; j < nums.size(); j++) {
                    if ((nums[j] + nums[i]) == target) {
                        awn.push_back(i);
                        awn.push_back(j);
                        return awn;
                    }
                }
            }
        }

        for (i = 0; i < nums.size(); i++) {
            if (nums[i] >= target) {
                for (j = i + 1; j < nums.size(); j++) {
                    if ((nums[j] + nums[i]) == target) {
                        awn.push_back(i);
                        awn.push_back(j);
                        return awn;
                    }
                }
            }
        }

        return awn;
    }
};
```

```
    }  
};
```

- Working solution
 - iterates through and finds numbers less than target
 - then compares with numbers after to see if they add up to target
 - if nothing is found
 - iterates through and finds numbers greater than target (negative target)
 - then compares with numbers after to see if they add up to target
- Big O
 - $O(n^2)$

```
class Solution {  
public:  
    vector<int> twoSum(vector<int>& nums, int target) {  
        int i;  
        vector<int> awn;  
        unordered_map<int,int> map;  
        int need;  
  
        for (i = 0; i < nums.size(); i++){  
            need = target - nums[i];  
            if (map.count(need)){  
                awn.push_back(map[need]);  
                awn.push_back(i);  
                return awn;  
            }  
            else{  
                map[nums[i]] = i;  
            }  
        }  
  
        return awn;  
    }  
};
```

- Improved solution

- first solution works how ever it scored 111 ms which is slow
- this solution scored 8ms
- takes current index's element and calculates what it needs to reach the target
- checks the hash map if the needed number is in it
- if not, it stores the number/element in the hash table with the index as the value