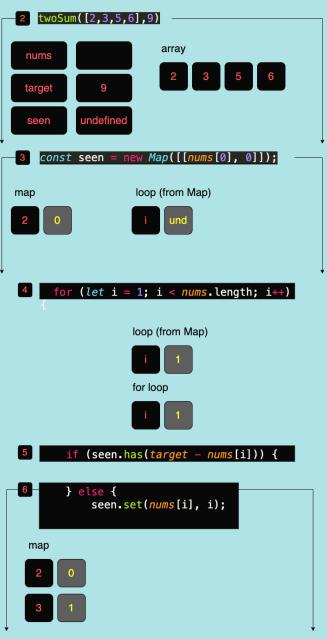
### 1. Two Sum

Given an array of integers nums and an integer target, return indices of the two numbers such that they add up to target.

You may assume that each input would have **exactly one solution**, and you may not use the *same* element twice. You can return the answer in any order.

```
var twoSum = function (nums, target) {
                                                                                   The {\it Map} object holds key-value pairs and remembers the original insertion order of the keys. Any value (both objects and primitive values) may be
                                                                                                                                              ) may be
         const seen = new Map([[nums[0], 0]]);
                                                                                   used as either a key or a value.
         for (let i = 1; i < nums.length; i++) {</pre>
                                                                                   The has () method returns a boolean indicating whether an element with the specified key exists or not.
            if (seen.has(target - nums[i])) {
                return [seen.get(target - nums[i]), i The get() method returns a specified element from a Map object. If
                                                                                   the value that is associated to the provided key is an object, then you will get a reference to that object and any change made to that object will
            } else {
                   seen.set(nums[i], i);
                                                                                   effectively modify it inside the Map object.
10
                                                                                   The set() method adds or updates an element with a specified key
11
         }
                                                                                   and a value to a Map object.
12 };
13 twoSum([2,3,5,6],9)
```





```
for (let i = 1; i < nums.length; i++)</pre>
                   for loop
      if (seen.has(target - nums[i]))
      } else {
          seen.set(nums[i], i);
map
    for (let i = 1; i < nums.length; i++)
                   for loop
     if (seen.has(target - nums[i])) {
  return [seen.get(target - nums[i]), i];
  RETURN VALUE:
```



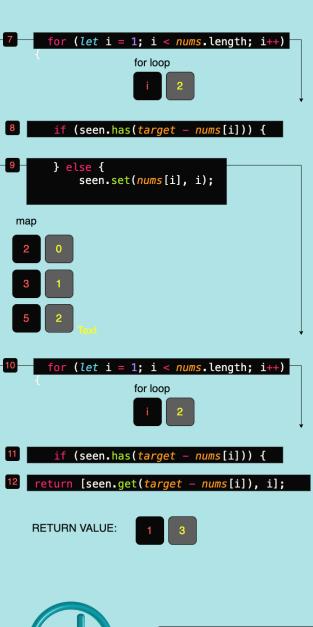
### 1. Two Sum

Given an array of integers nums and an integer target, return indices of the two numbers such that they add up to target.

You may assume that each input would have exactly one solution, and you may not use the same element twice.

You can return the answer in any order.

```
var twoSum = function (nums, target) {
                                                                   The Map object holds key-value pairs and remembers the original insertion
                                                                  order of the keys. Any value (both objects and primused as either a key or a value.
       const seen = new Map([[nums[0], 0]]);
       for (let i = 1; i < nums.length; i++) {</pre>
                                                                  The has () method returns a boolean indicating whether an element with the specified key exists or not.
         if (seen.has(target - nums[i])) {
                                                                                                                                LeetCode
            return [seen.get(target - nums[i]), i The get() method returns a specified element from a Map object. If
         } else {
                                                                  the value that is associated to the provided key is an object, then you will get a reference to that object and any change made to that object will
               seen.set(nums[i], i);
                                                                  effectively modify it inside the Map object.
10
                                                                   The set() method adds or updates an element with a specified key
11
      }
                                                                  and a value to a Map object.
12 };
13 twoSum([2,3,5,6],9)
 twoSum([2,3,5,6],9)
                                                                                                                  for loop
   nums
                undefined
   seen
                                                                                                } else {
      const seen = new Map([[nums[0], 0]]);
                                                                                                      seen.set(nums[i], i);
                            loop (from Map)
map
                                                                                       map
         for (let i = 1; i < nums.length; i++)</pre>
                           loop (from Map)
                                                                                                                  for loop
                           for loop
            if (seen.has(target - nums[i])) {
  6
                  seen.set(nums[i], i);
                                                                                           RETURN VALUE:
    map
```





# 4. Median of Two Sorted

**Problem** 

Given two sorted arrays nums1 and nums2 of size m and n respectively, return the median of the two sorted arrays. The overall run time complexity should be O(log (m+n)).



### Solution

## Walkthrough

1 findMedianSortedArrays([1,3,5],[4,7,9]);

| hums1 = [1,3,5] |
| hums2 = [4,7,9]

const sortedArray0 = nums1.concat(nums2);

sortedArray0 = [ 1, 3, 5, 4, 7, 9 ]

const sortedArray = sortedArray0.sort((a,b) ⇒ a - b);

```
a = 1
b = 3
creturn = -2, so already in order, move to next item, '5':

a = 3
b = 5
c = 4
b = 4
c = 5
b = 4
c = 4
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
c = 6
```

const len = sortedArray.length;
const avg = len / 2;
len = 6

(sortedArray[avg] + sortedArray[avg - 1]) / 2
sortedArray[Math.floor(avg)];

since len = 6 and 6 % 2 === 0
then
aisser
= (sortedArray[avg] + sortedArray[avg - 1]) / 2
= (sortedArray[a]) + sortedArray[avg - 1]) / 2
= 4 - 5

### Psuedocode:

// combine two arrays and sort them in increasing order

// use length to determine how to calculate median....

// if EVEN take average of two middle elements,

// if ODD take value of middle item by dividing length by 2 and rounding down to nearest integer

### nums1.concat(nums2);

sort((a**,**b) => a - b)

```
function findMedianSortedArrays(nums1, nums2) {
const sortedArray0 = nums1.concat(nums2);
const sortedArray = sortedArray0.sort((a,b) => a - b);
const len = sortedArray.length;
const avg = len / 2;
return len % 2 === 0 ? (sortedArray[avg] + sortedArray[avg - 1]) / 2 : sortedArray[Math.floor(avg)];
};

findMedianSortedArrays([1,3,5],[4,7,9]);
```

return ternary operator



jonchristie.io