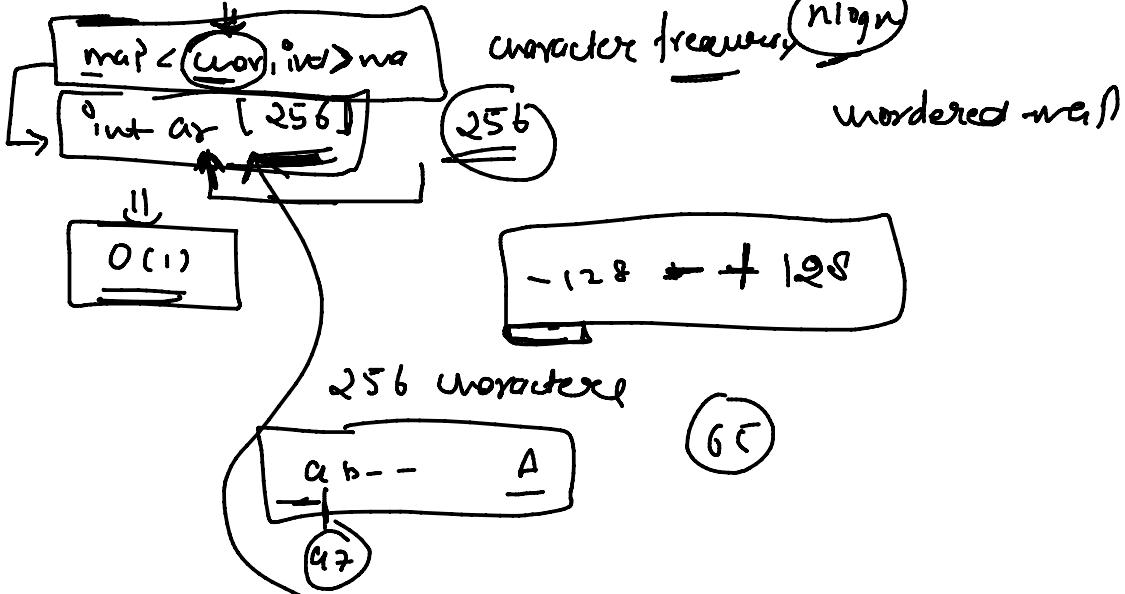


Class - 23

GFG or =

unordered_map < (char, int) : $O(n)$

map < (char, int) : $O(\log n)$ $\leftarrow n \log n$

Total complexity π 

Hashing

longest consecutive Subsequence \leftarrow subset, substring

$arr[] = \{2, 6, 1, 9, 4, 5, 3\}$

$\{2, 6, 1, 4, 5, 3\}$ order can be anything

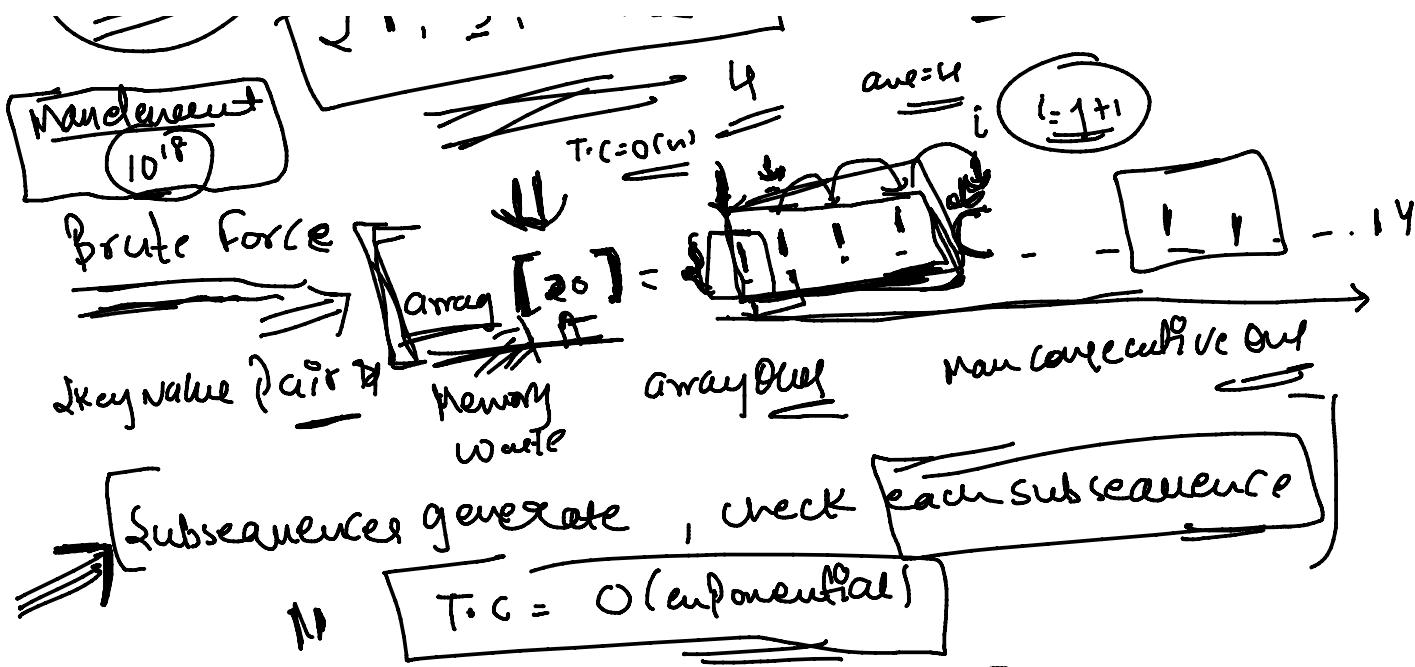
Size = 6

$\{1, 9, 3, 10, 4, 20, 2\}$

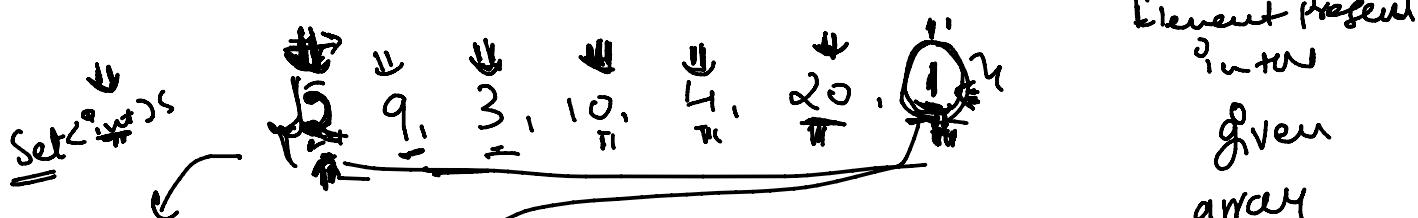
 ~~$10^6 - 10^7$~~

$\{1, 3, 11, 2\}$

 $59, 10^4$ ave = 4. $\frac{1+1+1}{3}$



$$\{1, 2, 3, \underline{10^6}\} \Rightarrow \boxed{\underline{ar[10^6]}} \quad \underline{\text{warte}}$$



ma.
 - 1 → 1
 → g → 1
 → 3 → 1
 → 10 → 1
 → 4 → 7
 → 20 → 1
 → 8 → 1

Consecutive Subsequence

→ $\{1, 2, 3, 4, 5, 6, \dots\}$

$m = \underline{\{3\}} = 1$ $m(u)$

2
1
3,4

unordered_map<int,int> m;

```
for (auto i : new)  
    ma[i] = 1;
```

⁰int aut = Obj

maſ(1)

For ($i = 0$; $i < n$; $i++$)
 2 if ($ma \cdot \text{count}(\underline{\text{num}[i] - 1}) == 0$)

int cur = 1
 int j = new(i) + 1
 while ($ma \cdot \text{count}(\underline{j})$)
 2 $j++$; cur++
ans = max (ans, cur);

ans = max (ans, cur);

return ans;

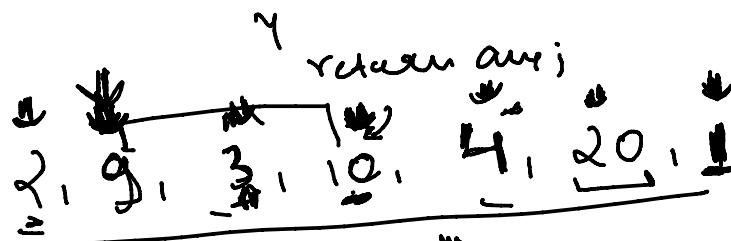
(8) length of Seams

ans = 10;

(9)

(10)

(11)



$$3-1 = 2$$

$$10-1 = 9$$

$$20-1 = 19$$

{1, 2, 3, 10, 4}

O(2n)

O(n + longest
= 10) = 20)

$$20 = 20$$

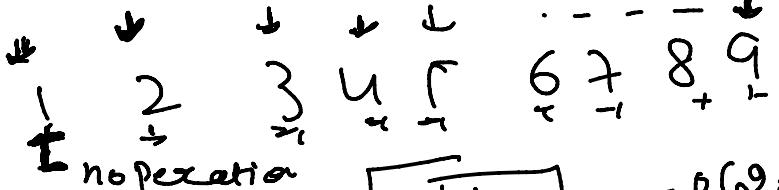
O(1 * n)

O(n)

$$1 - 0 = 0$$

O(3n)

O(n + 3)



n + n

= O(2n)

Set class

n operations

unordered_set →

3 2 1 4 5

MapTable

unordered_map →

key, value

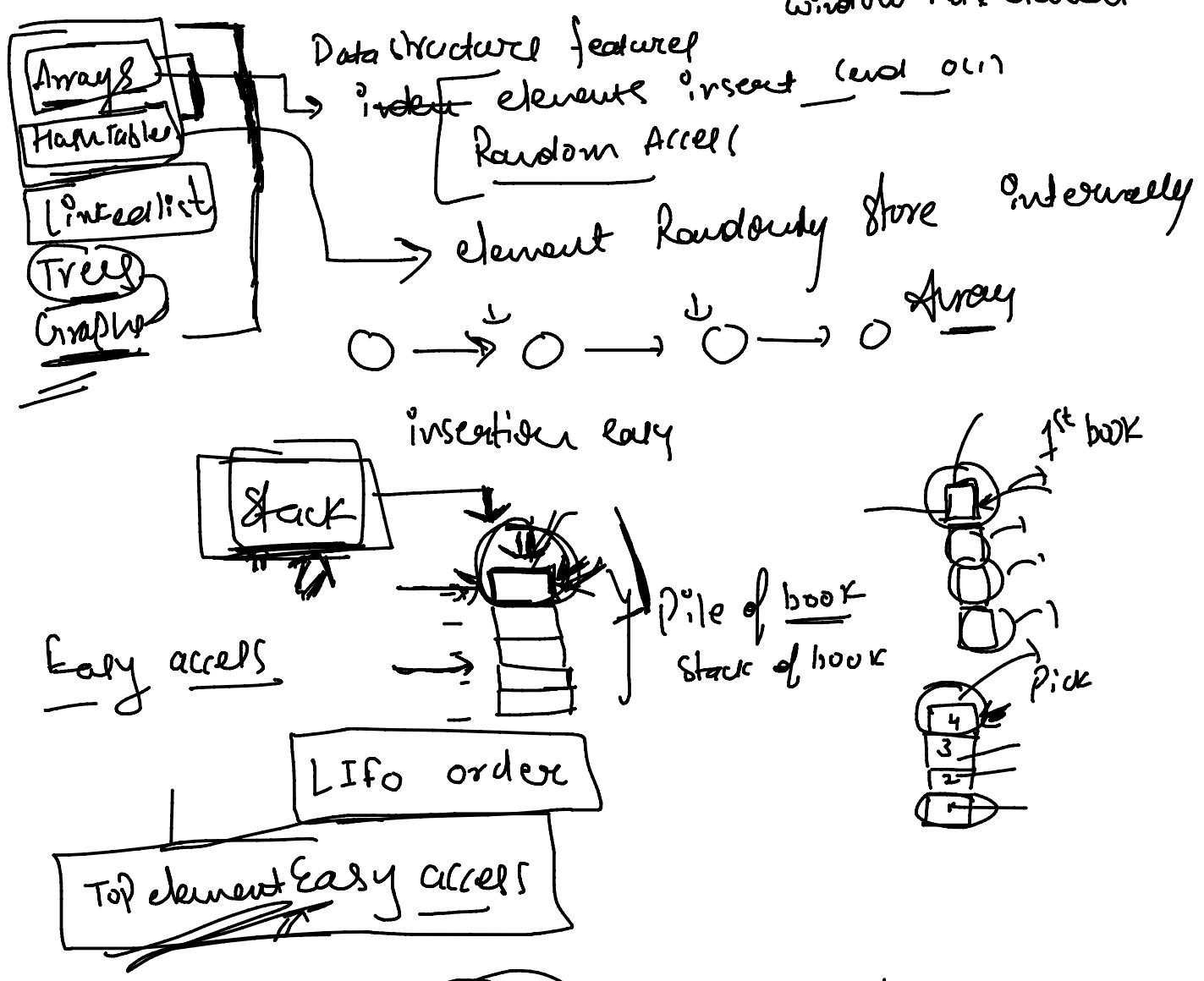
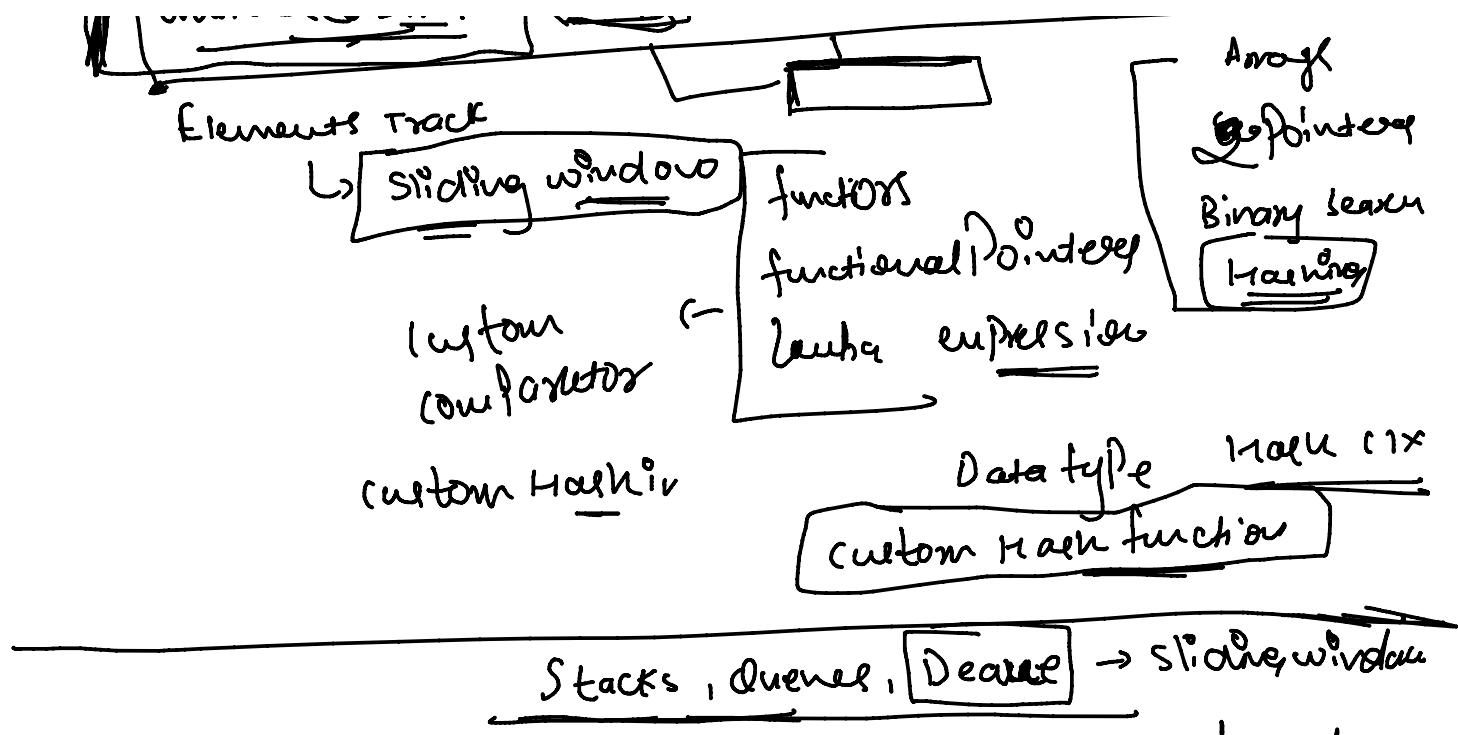
unordered_map?

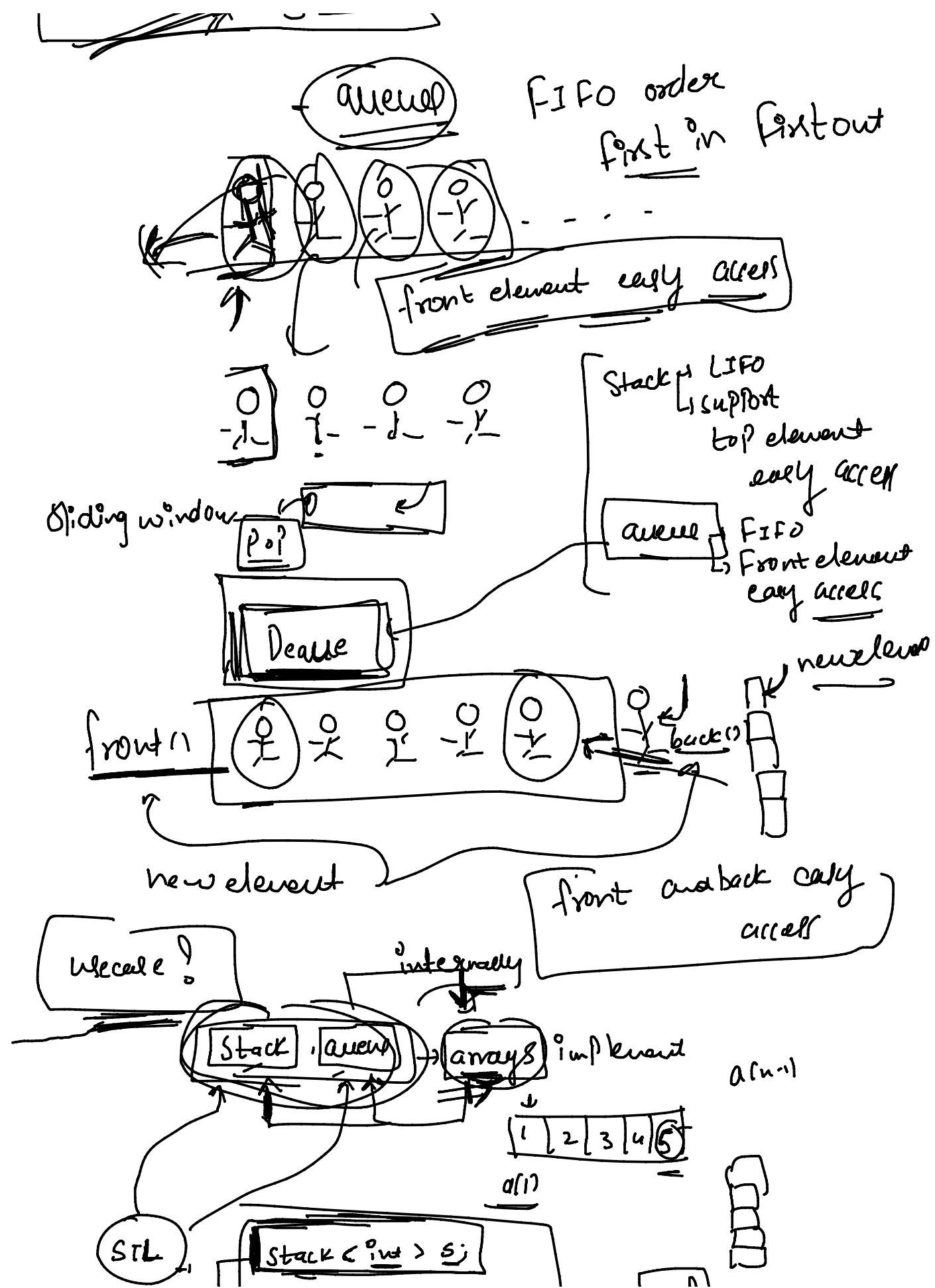
map

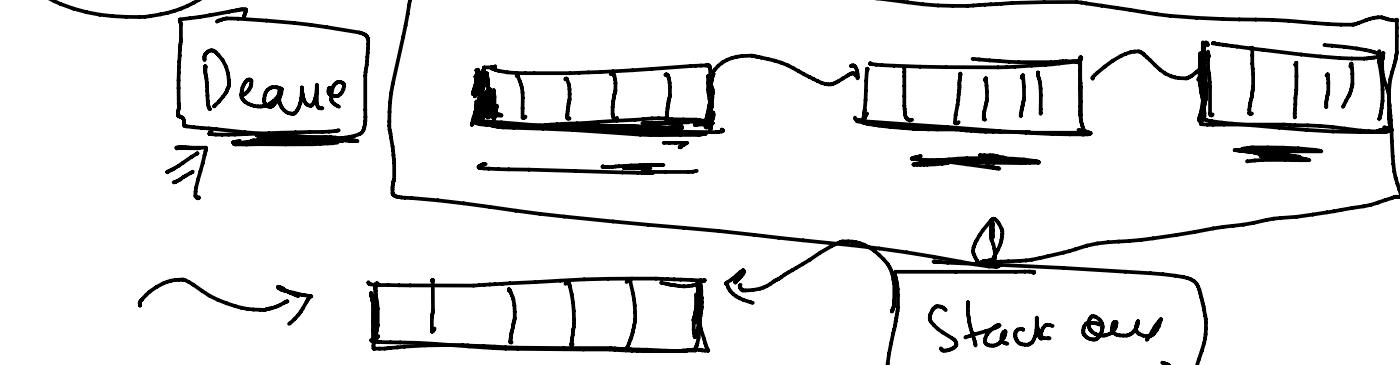
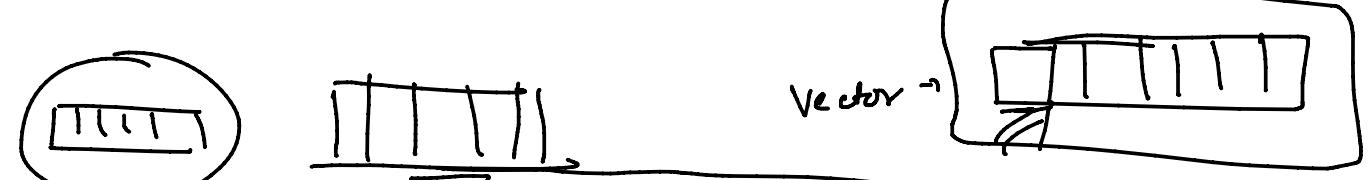
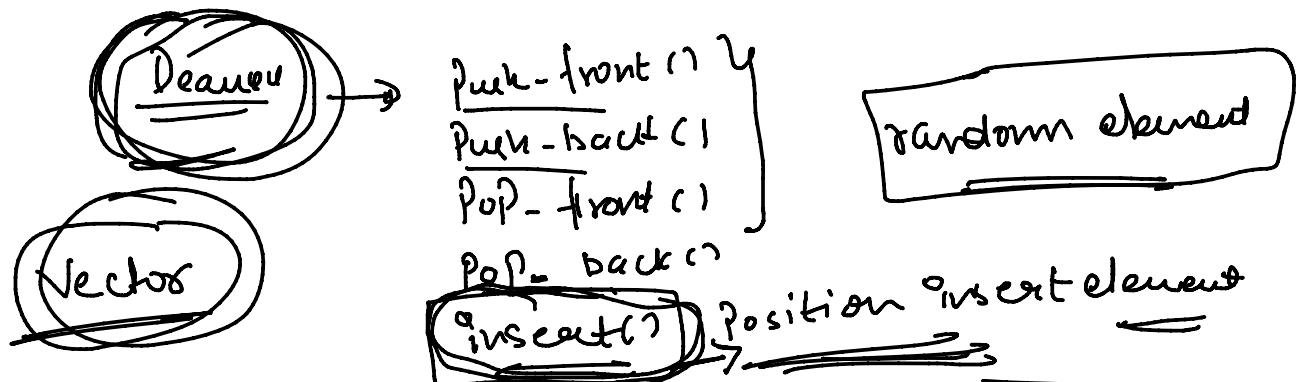
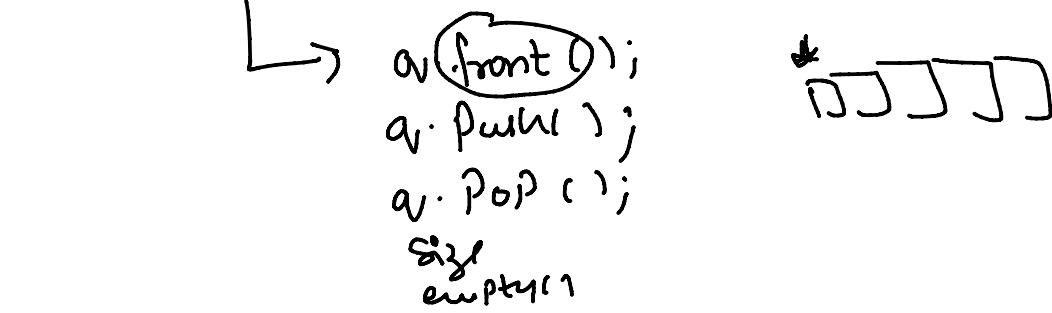
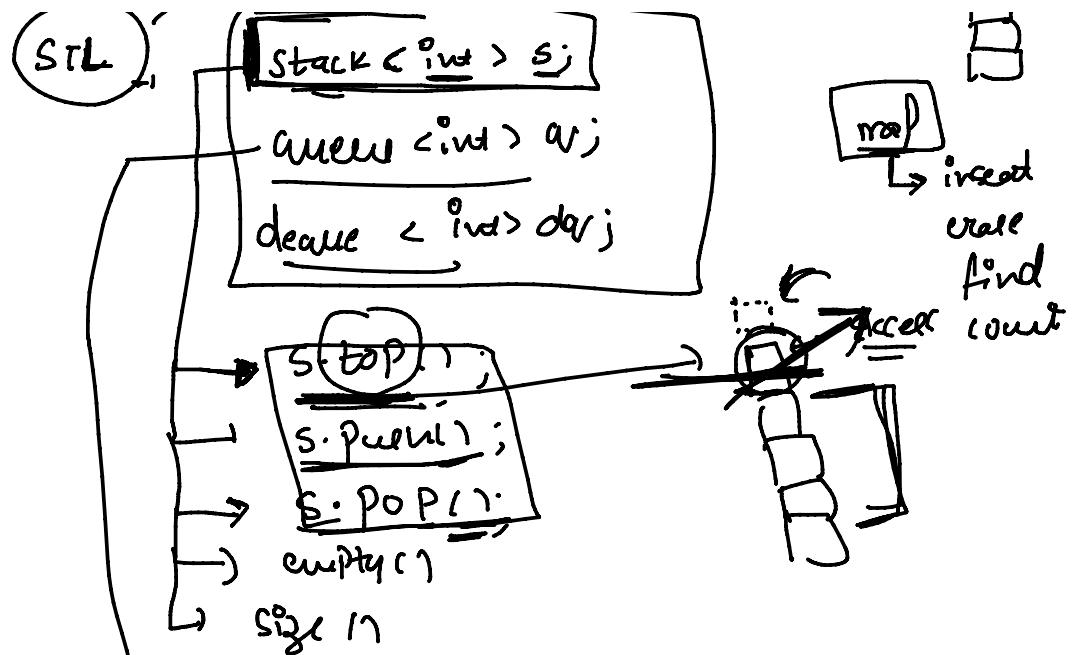
set

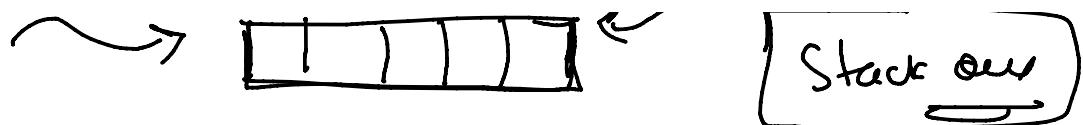
unordered set

Analog









Deque function

Stack <int> s;

s.push(10)

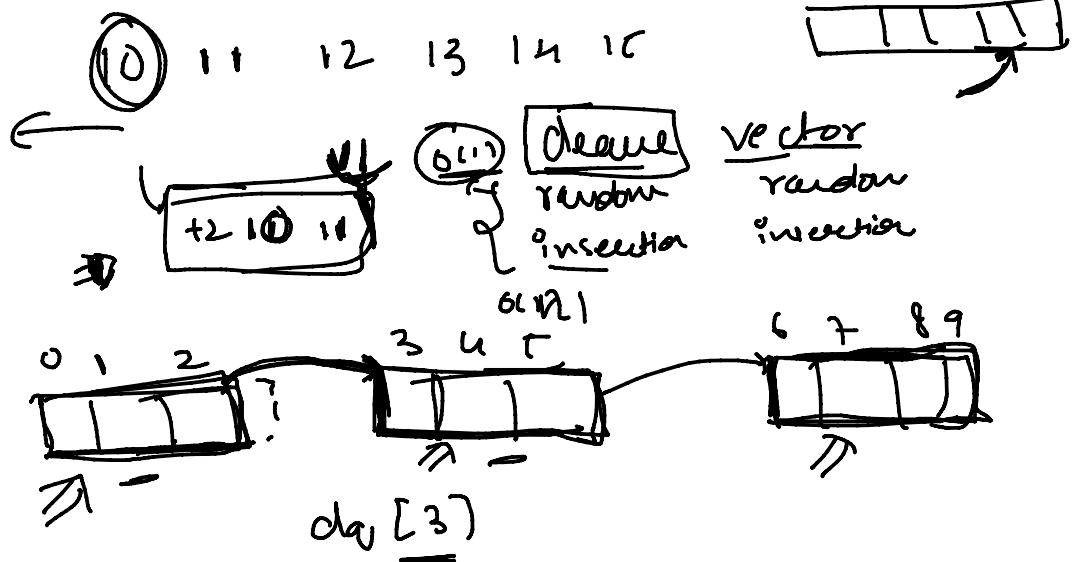
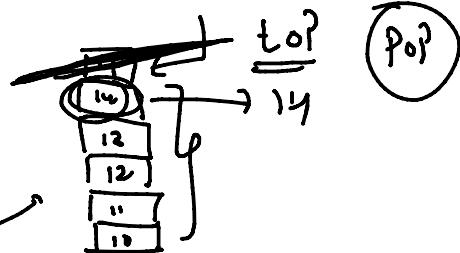
(11)

(12)

(13)

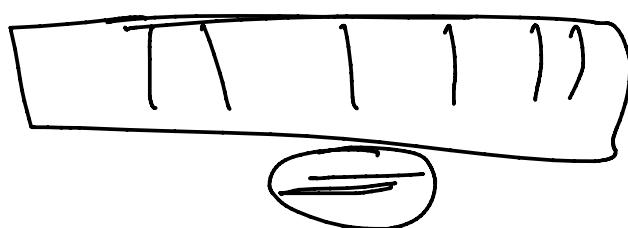
(14)

(15)



deque bde large size compared to vector

vector ->



stack, queue, deque VS SLL

Implementation

How to implement Stack using Array ;

```
#define MAXSIZE 100
```

```
class Stack {
```

```
    int top;
```

```
public:
```

```
    int ar [MAXSIZE];
```

```
Stack() no element
```

```
{ top = -1; }
```

```
}
```

```
bool push (int n)
```

```
{ if (top >= (MAXSIZE - 1))
```

cout "false element can't be pushed";

```
    return 0;
```

```
}
```

else if array has Space for new element

```
{ top++;
```

```
ar [top] = n;
```

cout "Element has been inserted";

```
return 1;
```

```
}
```

```
y
```

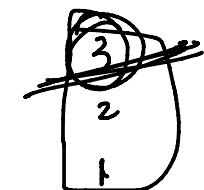
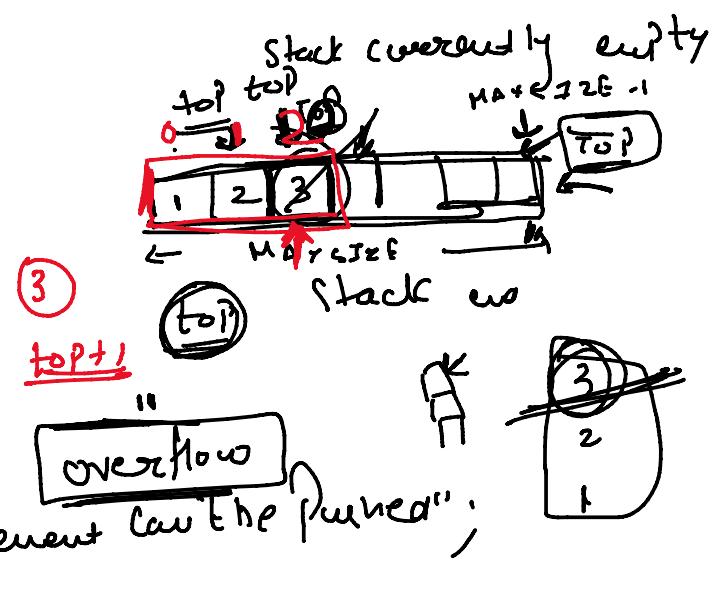
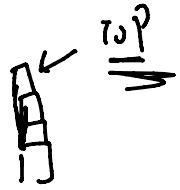
```
int pop()
```

top element of stack remove it

```
{ if (top < 0) No element in Array
```

cout "Underflow";

```
return -1;
```



```

    ~
    {
        int u = a[ top? ];
        top--;
        return u;
    }

```

```

    ~
    int topAccess ( )
    {
        if ( top < 0 )
            cout << "stack is empty";
        ~
        return a[ top ];
    }

```

```

bool isEmpty ( )
{
    if ( top < 0 )
        return true;
    return false;
}

```

```

int size ( ) {  

    ~
    return top + 1;
}

```

4;

