

Problem 3307: Find the K-th Character in String Game II

Problem Information

Difficulty: Hard

Acceptance Rate: 48.62%

Paid Only: No

Tags: Math, Bit Manipulation, Recursion

Problem Description

Alice and Bob are playing a game. Initially, Alice has a string `word = "a"`.

You are given a **positive** integer `k`. You are also given an integer array `operations`, where `operations[i]` represents the **type** of the `i`th operation.

Now Bob will ask Alice to perform **all** operations in sequence:

* If `operations[i] == 0`, **append** a copy of `word` to itself. * If `operations[i] == 1`, generate a new string by **changing** each character in `word` to its **next** character in the English alphabet, and **append** it to the `_original_ word`. For example, performing the operation on `"c"` generates `"cd"` and performing the operation on `"zb"` generates `"zbac"`.

Return the value of the `k`th character in `word` after performing all the operations.

Note that the character `'z'` can be changed to `'a'` in the second type of operation.

Example 1:

Input: `k = 5, operations = [0,0,0]`

Output: `"a"`

Explanation:

Initially, `word == "a"`. Alice performs the three operations as follows:

* Appends `"a"` to `"a"`, `word` becomes `"aa"`. * Appends `"aa"` to `"aa"`, `word` becomes `"aaaa"`. * Appends `"aaaa"` to `"aaaa"`, `word` becomes `"aaaaaaaa"`.

Example 2:

Input: `k = 10`, `operations = [0,1,0,1]`

Output: `"b"`

Explanation:

Initially, `word == "a"`. Alice performs the four operations as follows:

* Appends `"a"` to `"a"`, `word` becomes `"aa"`. * Appends `"bb"` to `"aa"`, `word` becomes `"aabb"`. * Appends `"aabb"` to `"aabb"`, `word` becomes `"aabbaabb"`. * Appends `"bbccbbcc"` to `"aabbaabb"`, `word` becomes `"aabbaabbbbccbbcc"`.

Constraints:

* $1 \leq k \leq 1014$ * $1 \leq \text{operations.length} \leq 100$ * `operations[i]` is either 0 or 1. * The input is generated such that `word` has **at least** `k` characters after all operations.

Code Snippets

C++:

```
class Solution {
public:
    char kthCharacter(long long k, vector<int>& operations) {

    }
};
```

Java:

```
class Solution {
    public char kthCharacter(long k, int[] operations) {
```

```
}  
}
```

Python3:

```
class Solution:  
    def kthCharacter(self, k: int, operations: List[int]) -> str:
```