

Problem 57: Insert Interval

Problem Information

Difficulty: **Medium**

Acceptance Rate: 0.00%

Paid Only: No

Problem Description

You are given an array of non-overlapping intervals

intervals

where

$\text{intervals}[i] = [\text{start}$

i

, end

i

]

represent the start and the end of the

i

th

interval and

intervals

is sorted in ascending order by

start

i

. You are also given an interval

`newInterval = [start, end]`

that represents the start and end of another interval.

Insert

`newInterval`

into

intervals

such that

intervals

is still sorted in ascending order by

start

i

and

intervals

still does not have any overlapping intervals (merge overlapping intervals if necessary).

Return

intervals

after the insertion

.

Note

that you don't need to modify

intervals

in-place. You can make a new array and return it.

Example 1:

Input:

intervals = [[1,3],[6,9]], newInterval = [2,5]

Output:

[[1,5],[6,9]]

Example 2:

Input:

intervals = [[1,2],[3,5],[6,7],[8,10],[12,16]], newInterval = [4,8]

Output:

[[1,2],[3,10],[12,16]]

Explanation:

Because the new interval [4,8] overlaps with [3,5],[6,7],[8,10].

Constraints:

0 <= intervals.length <= 10

4

intervals[i].length == 2

0 <= start

i

<= end

i

<= 10

5

intervals

is sorted by

start

i

in

ascending

order.

newInterval.length == 2

0 <= start <= end <= 10

5

Code Snippets

C++:

```
class Solution {
public:
    vector<vector<int>> insert(vector<vector<int>>& intervals, vector<int>&
    newInterval) {

    }
};
```

Java:

```
class Solution {
    public int[][] insert(int[][] intervals, int[] newInterval) {

    }
}
```

Python3:

```
class Solution:
    def insert(self, intervals: List[List[int]], newInterval: List[int]) ->
    List[List[int]]:
```

Python:

```
class Solution(object):
    def insert(self, intervals, newInterval):
        """
        :type intervals: List[List[int]]
        :type newInterval: List[int]
        :rtype: List[List[int]]
        """
```

JavaScript:

```
/**
 * @param {number[][]} intervals
 * @param {number[]} newInterval
 * @return {number[][]}
 */
```

```
var insert = function(intervals, newInterval) {

};
```

TypeScript:

```
function insert(intervals: number[][], newInterval: number[]): number[][] {

};
```

C#:

```
public class Solution {
    public int[][] Insert(int[][] intervals, int[] newInterval) {

    }
}
```

C:

```
/**
 * Return an array of arrays of size *returnSize.
 * The sizes of the arrays are returned as *returnColumnSizes array.
 * Note: Both returned array and *columnSizes array must be malloced, assume
 * caller calls free().
 */
int** insert(int** intervals, int intervalsSize, int* intervalsColSize, int*
newInterval, int newIntervalSize, int* returnSize, int** returnColumnSizes) {

}
```

Go:

```
func insert(intervals [][]int, newInterval []int) [][]int {

}
```

Kotlin:

```
class Solution {
    fun insert(intervals: Array<IntArray>, newInterval: IntArray):
    Array<IntArray> {
```

```
}  
}
```

Swift:

```
class Solution {  
    func insert(_ intervals: [[Int]], _ newInterval: [Int]) -> [[Int]] {  
  
    }  
}
```

Rust:

```
impl Solution {  
    pub fn insert(intervals: Vec<Vec<i32>>, new_interval: Vec<i32>) ->  
        Vec<Vec<i32>> {  
  
    }  
}
```

Ruby:

```
# @param {Integer[][]} intervals  
# @param {Integer[]} new_interval  
# @return {Integer[][]}  
def insert(intervals, new_interval)  
  
end
```

PHP:

```
class Solution {  
  
    /**  
     * @param Integer[][] $intervals  
     * @param Integer[] $newInterval  
     * @return Integer[][]  
     */  
    function insert($intervals, $newInterval) {  
  
    }  
}
```

```
}
```

Dart:

```
class Solution {  
  List<List<int>> insert(List<List<int>> intervals, List<int> newInterval) {  
  
  }  
}
```

Scala:

```
object Solution {  
  def insert(intervals: Array[Array[Int]], newInterval: Array[Int]):  
    Array[Array[Int]] = {  
  
  }  
}
```

Elixir:

```
defmodule Solution do  
  @spec insert(intervals :: [[integer]], new_interval :: [integer]) ::  
    [[integer]]  
  def insert(intervals, new_interval) do  
  
  end  
end
```

Erlang:

```
-spec insert(Intervals :: [[integer()]], NewInterval :: [integer()]) ->  
  [[integer()]].  
insert(Intervals, NewInterval) ->  
  .
```

Racket:

```
(define/contract (insert intervals newInterval)  
  (-> (listof (listof exact-integer?)) (listof exact-integer?) (listof (listof  
    exact-integer?)))  
  )
```


Solutions

C++ Solution:

```
/*
 * Problem: Insert Interval
 * Difficulty: Medium
 * Tags: array, sort
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(1) to O(n) depending on approach
 */

class Solution {
public:
    vector<vector<int>> insert(vector<vector<int>>& intervals, vector<int>&
newInterval) {

    }
};
```

Java Solution:

```
/**
 * Problem: Insert Interval
 * Difficulty: Medium
 * Tags: array, sort
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(1) to O(n) depending on approach
 */

class Solution {
    public int[][] insert(int[][] intervals, int[] newInterval) {

    }
}
```

Python3 Solution:

```
"""
Problem: Insert Interval
Difficulty: Medium
Tags: array, sort

Approach: Use two pointers or sliding window technique
Time Complexity: O(n) or O(n log n)
Space Complexity: O(1) to O(n) depending on approach
"""

class Solution:
    def insert(self, intervals: List[List[int]], newInterval: List[int]) ->
        List[List[int]]:
        # TODO: Implement optimized solution
        pass
```

Python Solution:

```
class Solution(object):
    def insert(self, intervals, newInterval):
        """
        :type intervals: List[List[int]]
        :type newInterval: List[int]
        :rtype: List[List[int]]
        """
```

JavaScript Solution:

```
/**
 * Problem: Insert Interval
 * Difficulty: Medium
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 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
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 */

/**
 * @param {number[][]} intervals
 * @param {number[]} newInterval
```

```

* @return {number[][]}
*/
var insert = function(intervals, newInterval) {

};

```

TypeScript Solution:

```

/**
 * Problem: Insert Interval
 * Difficulty: Medium
 * Tags: array, sort
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(1) to O(n) depending on approach
 */

function insert(intervals: number[][], newInterval: number[]): number[][] {

};

```

C# Solution:

```

/*
 * Problem: Insert Interval
 * Difficulty: Medium
 * Tags: array, sort
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(1) to O(n) depending on approach
 */

public class Solution {
    public int[][] Insert(int[][] intervals, int[] newInterval) {

    }
}

```

C Solution:

```

/*
 * Problem: Insert Interval
 * Difficulty: Medium
 * Tags: array, sort
 *
 * Approach: Use two pointers or sliding window technique
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/**
 * Return an array of arrays of size *returnSize.
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 * Note: Both returned array and *columnSizes array must be malloced, assume
 caller calls free().
 */
int** insert(int** intervals, int intervalsSize, int* intervalsColSize, int*
newInterval, int newIntervalSize, int* returnSize, int** returnColumnSizes) {

}

```

Go Solution:

```

// Problem: Insert Interval
// Difficulty: Medium
// Tags: array, sort
//
// Approach: Use two pointers or sliding window technique
// Time Complexity: O(n) or O(n log n)
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func insert(intervals [][]int, newInterval []int) [][]int {

}

```

Kotlin Solution:

```

class Solution {
    fun insert(intervals: Array<IntArray>, newInterval: IntArray):
Array<IntArray> {

    }
}

```

```
}
```

Swift Solution:

```
class Solution {  
    func insert(_ intervals: [[Int]], _ newInterval: [Int]) -> [[Int]] {  
  
    }  
}
```

Rust Solution:

```
// Problem: Insert Interval  
// Difficulty: Medium  
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// Approach: Use two pointers or sliding window technique  
// Time Complexity: O(n) or O(n log n)  
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impl Solution {  
    pub fn insert(intervals: Vec<Vec<i32>>, new_interval: Vec<i32>) ->  
        Vec<Vec<i32>> {  
  
    }  
}
```

Ruby Solution:

```
# @param {Integer[][]} intervals  
# @param {Integer[]} new_interval  
# @return {Integer[][]}  
def insert(intervals, new_interval)  
  
end
```

PHP Solution:

```
class Solution {  
  
    /**
```

```

* @param Integer[][] $intervals
* @param Integer[] $newInterval
* @return Integer[][]
*/
function insert($intervals, $newInterval) {

}
}

```

Dart Solution:

```

class Solution {
  List<List<int>> insert(List<List<int>> intervals, List<int> newInterval) {

  }
}

```

Scala Solution:

```

object Solution {
  def insert(intervals: Array[Array[Int]], newInterval: Array[Int]):
    Array[Array[Int]] = {

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}

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Elixir Solution:

```

defmodule Solution do
  @spec insert(intervals :: [[integer]], new_interval :: [integer]) ::
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  def insert(intervals, new_interval) do

  end
end

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Erlang Solution:

```

-spec insert(Intervals :: [[integer()]], NewInterval :: [integer()]) ->
  [[integer()]].
insert(Intervals, NewInterval) ->

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```
(define/contract (insert intervals newInterval)
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