

# Problem 1995: Count Special Quadruplets

## Problem Information

Difficulty: [Easy](#)

Acceptance Rate: 0.00%

Paid Only: No

## Problem Description

Given a

0-indexed

integer array

nums

, return

the number of

distinct

quadruplets

(a, b, c, d)

such that:

$\text{nums}[a] + \text{nums}[b] + \text{nums}[c] == \text{nums}[d]$

, and

$a < b < c < d$

Example 1:

Input:

nums = [1,2,3,6]

Output:

1

Explanation:

The only quadruplet that satisfies the requirement is (0, 1, 2, 3) because  $1 + 2 + 3 == 6$ .

Example 2:

Input:

nums = [3,3,6,4,5]

Output:

0

Explanation:

There are no such quadruplets in [3,3,6,4,5].

Example 3:

Input:

nums = [1,1,1,3,5]

Output:

4

Explanation:

The 4 quadruplets that satisfy the requirement are: - (0, 1, 2, 3):  $1 + 1 + 1 == 3$  - (0, 1, 3, 4):  $1 + 1 + 3 == 5$  - (0, 2, 3, 4):  $1 + 1 + 3 == 5$  - (1, 2, 3, 4):  $1 + 1 + 3 == 5$

Constraints:

$4 \leq \text{nums.length} \leq 50$

$1 \leq \text{nums}[i] \leq 100$

## Code Snippets

### C++:

```
class Solution {
public:
    int countQuadruplets(vector<int>& nums) {

    }
};
```

### Java:

```
class Solution {
    public int countQuadruplets(int[] nums) {

    }
}
```

### Python3:

```
class Solution:
    def countQuadruplets(self, nums: List[int]) -> int:
```

### Python:

```
class Solution(object):
    def countQuadruplets(self, nums):
        """
        :type nums: List[int]
        :rtype: int
```

```
"""
```

### JavaScript:

```
/**
 * @param {number[]} nums
 * @return {number}
 */
var countQuadruplets = function(nums) {

};
```

### TypeScript:

```
function countQuadruplets(nums: number[]): number {

};
```

### C#:

```
public class Solution {
    public int CountQuadruplets(int[] nums) {

    }
}
```

### C:

```
int countQuadruplets(int* nums, int numsSize) {

}
```

### Go:

```
func countQuadruplets(nums []int) int {

}
```

### Kotlin:

```
class Solution {
    fun countQuadruplets(nums: IntArray): Int {
```

```
}  
}
```

### Swift:

```
class Solution {  
    func countQuadruplets(_ nums: [Int]) -> Int {  
  
    }  
}
```

### Rust:

```
impl Solution {  
    pub fn count_quadruplets(nums: Vec<i32>) -> i32 {  
  
    }  
}
```

### Ruby:

```
# @param {Integer[]} nums  
# @return {Integer}  
def count_quadruplets(nums)  
  
end
```

### PHP:

```
class Solution {  
  
    /**  
     * @param Integer[] $nums  
     * @return Integer  
     */  
    function countQuadruplets($nums) {  
  
    }  
}
```

### Dart:

```

class Solution {
    int countQuadruplets(List<int> nums) {

    }

}

```

### Scala:

```

object Solution {
    def countQuadruplets(nums: Array[Int]): Int = {

    }

}

```

### Elixir:

```

defmodule Solution do
  @spec count_quadruplets(nums :: [integer]) :: integer
  def count_quadruplets(nums) do

  end

end

```

### Erlang:

```

-spec count_quadruplets(Nums :: [integer()]) -> integer().
count_quadruplets(Nums) ->

.

```

### Racket:

```

(define/contract (count-quadruplets nums)
  (-> (listof exact-integer?) exact-integer?)
  )

```

## Solutions

### C++ Solution:

```

/*
 * Problem: Count Special Quadruplets

```

```

* Difficulty: Easy
* Tags: array, hash
*
* Approach: Use two pointers or sliding window technique
* Time Complexity: O(n) or O(n log n)
* Space Complexity: O(n) for hash map
*/

class Solution {
public:
    int countQuadruplets(vector<int>& nums) {

    }
};

```

### Java Solution:

```

/**
 * Problem: Count Special Quadruplets
 * Difficulty: Easy
 * Tags: array, hash
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(n) for hash map
 */

class Solution {
    public int countQuadruplets(int[] nums) {

    }
}

```

### Python3 Solution:

```

"""
Problem: Count Special Quadruplets
Difficulty: Easy
Tags: array, hash

Approach: Use two pointers or sliding window technique

```

```

Time Complexity: O(n) or O(n log n)
Space Complexity: O(n) for hash map
"""

class Solution:
def countQuadruplets(self, nums: List[int]) -> int:
# TODO: Implement optimized solution
pass

```

### Python Solution:

```

class Solution(object):
def countQuadruplets(self, nums):
"""
:type nums: List[int]
:rtype: int
"""

```

### JavaScript Solution:

```

/**
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 * Difficulty: Easy
 * Tags: array, hash
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/**
 * @param {number[]} nums
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var countQuadruplets = function(nums) {

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### TypeScript Solution:



```

/**
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 * Difficulty: Easy
 * Tags: array, hash
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 */

function countQuadruplets(nums: number[]): number {

};

```

### C# Solution:

```

/*
 * Problem: Count Special Quadruplets
 * Difficulty: Easy
 * Tags: array, hash
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(n) for hash map
 */

public class Solution {
    public int CountQuadruplets(int[] nums) {

    }
}

```

### C Solution:

```

/*
 * Problem: Count Special Quadruplets
 * Difficulty: Easy
 * Tags: array, hash
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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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```

```

*/

int countQuadruplets(int* nums, int numsSize) {

}

```

### Go Solution:

```

// Problem: Count Special Quadruplets
// Difficulty: Easy
// Tags: array, hash
//
// Approach: Use two pointers or sliding window technique
// Time Complexity: O(n) or O(n log n)
// Space Complexity: O(n) for hash map

func countQuadruplets(nums []int) int {

}

```

### Kotlin Solution:

```

class Solution {
    fun countQuadruplets(nums: IntArray): Int {

    }
}

```

### Swift Solution:

```

class Solution {
    func countQuadruplets(_ nums: [Int]) -> Int {

    }
}

```

### Rust Solution:

```

// Problem: Count Special Quadruplets
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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 count_quadruplets(nums: Vec<i32>) -> i32 {

    }
}
```

### Ruby Solution:

```
# @param {Integer[]} nums
# @return {Integer}
def count_quadruplets(nums)

end
```

### PHP Solution:

```
class Solution {

    /**
     * @param Integer[] $nums
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    function countQuadruplets($nums) {

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### Dart Solution:

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class Solution {
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object Solution {  
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defmodule Solution do  
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