

# Problem 398: Random Pick Index

## Problem Information

**Difficulty:** Medium

**Acceptance Rate:** 64.88%

**Paid Only:** No

**Tags:** Hash Table, Math, Reservoir Sampling, Randomized

## Problem Description

Given an integer array `nums` with possible **duplicates**, randomly output the index of a given `target` number. You can assume that the given target number must exist in the array.

Implement the `Solution` class:

`* Solution(int[] nums)` Initializes the object with the array `nums`. `* int pick(int target)` Picks a random index `i` from `nums` where `nums[i] == target`. If there are multiple valid `i`'s, then each index should have an equal probability of returning.

**Example 1:**

**Input** `["Solution", "pick", "pick", "pick"]` `[[[1, 2, 3, 3, 3]], [3], [1], [3]]` **Output** `[null, 4, 0, 2]`  
**Explanation** `Solution solution = new Solution([1, 2, 3, 3, 3]); solution.pick(3);` // It should return either index 2, 3, or 4 randomly. Each index should have equal probability of returning.  
`solution.pick(1);` // It should return 0. Since in the array only `nums[0]` is equal to 1.  
`solution.pick(3);` // It should return either index 2, 3, or 4 randomly. Each index should have equal probability of returning.

**Constraints:**

`1 <= nums.length <= 2 * 104` `-231 <= nums[i] <= 231 - 1` `target` is an integer from `nums`.  
At most `104` calls will be made to `pick`.

## Code Snippets

## C++:

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

    }

    int pick(int target) {

    }
};

/**
 * Your Solution object will be instantiated and called as such:
 * Solution* obj = new Solution(nums);
 * int param_1 = obj->pick(target);
 */
```

## Java:

```
class Solution {

    public Solution(int[] nums) {

    }

    public int pick(int target) {

    }
}

/**
 * Your Solution object will be instantiated and called as such:
 * Solution obj = new Solution(nums);
 * int param_1 = obj.pick(target);
 */
```

## Python3:

```
class Solution:

    def __init__(self, nums: List[int]):
```

```
def pick(self, target: int) -> int:
```

```
# Your Solution object will be instantiated and called as such:
```

```
# obj = Solution(nums)
```

```
# param_1 = obj.pick(target)
```