

Problem 676: Implement Magic Dictionary

Problem Information

Difficulty: Medium

Acceptance Rate: 57.29%

Paid Only: No

Tags: Hash Table, String, Depth-First Search, Design, Trie

Problem Description

Design a data structure that is initialized with a list of **different** words. Provided a string, you should determine if you can change exactly one character in this string to match any word in the data structure.

Implement the `MagicDictionary` class:

`* MagicDictionary()` Initializes the object. `* void buildDict(String[] dictionary)` Sets the data structure with an array of distinct strings `dictionary`. `* bool search(String searchWord)` Returns `true` if you can change **exactly one character** in `searchWord` to match any string in the data structure, otherwise returns `false`.

Example 1:

Input `["MagicDictionary", "buildDict", "search", "search", "search", "search"]` `[[], [{"hello", "leetcode"}], [{"hello"}, {"hhlllo"}, {"hell"}, {"leetcoded"}]]` **Output** `[null, null, false, true, false, false]` **Explanation** `MagicDictionary magicDictionary = new MagicDictionary();`
`magicDictionary.buildDict(["hello", "leetcode"]);` `magicDictionary.search("hello");` // return False
`magicDictionary.search("hhlllo");` // We can change the second 'h' to 'e' to match "hello" so we
return True `magicDictionary.search("hell");` // return False
`magicDictionary.search("leetcoded");` // return False

Constraints:

`* 1 <= dictionary.length <= 100` `* 1 <= dictionary[i].length <= 100` `* dictionary[i]` consists of only lower-case English letters. `* All the strings in dictionary` are **distinct**. `* 1 <= searchWord.length <= 100` `* searchWord` consists of only lower-case English letters. `*`

`buildDict` will be called only once before `search`. * At most `100` calls will be made to `search`.

Code Snippets

C++:

```
class MagicDictionary {
public:
    MagicDictionary() {

    }

    void buildDict(vector<string> dictionary) {

    }

    bool search(string searchWord) {

    }
};

/**
 * Your MagicDictionary object will be instantiated and called as such:
 * MagicDictionary* obj = new MagicDictionary();
 * obj->buildDict(dictionary);
 * bool param_2 = obj->search(searchWord);
 */
```

Java:

```
class MagicDictionary {

    public MagicDictionary() {

    }

    public void buildDict(String[] dictionary) {

    }

}
```

```

public boolean search(String searchWord) {

}

}

/**
 * Your MagicDictionary object will be instantiated and called as such:
 * MagicDictionary obj = new MagicDictionary();
 * obj.buildDict(dictionary);
 * boolean param_2 = obj.search(searchWord);
 */

```

Python3:

```

class MagicDictionary:

    def __init__(self):

    def buildDict(self, dictionary: List[str]) -> None:

    def search(self, searchWord: str) -> bool:

    # Your MagicDictionary object will be instantiated and called as such:
    # obj = MagicDictionary()
    # obj.buildDict(dictionary)
    # param_2 = obj.search(searchWord)

```