

# 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"}, {"hhilo"}, {"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("hhilo"); // 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)
```