

# 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], [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)
```