

Problem 2295: Replace Elements in an Array

Problem Information

Difficulty: Medium

Acceptance Rate: 0.00%

Paid Only: No

Problem Description

You are given a

0-indexed

array

nums

that consists of

n

distinct

positive integers. Apply

m

operations to this array, where in the

i

th

operation you replace the number

`operations[i][0]`

with

`operations[i][1]`

It is guaranteed that in the

i

th

operation:

`operations[i][0]`

exists

in

`nums`

`operations[i][1]`

does

not

exist in

`nums`

Return

the array obtained after applying all the operations

.

Example 1:

Input:

nums = [1,2,4,6], operations = [[1,3],[4,7],[6,1]]

Output:

[3,2,7,1]

Explanation:

We perform the following operations on nums: - Replace the number 1 with 3. nums becomes

[

3

,2,4,6]. - Replace the number 4 with 7. nums becomes [3,2,

7

,6]. - Replace the number 6 with 1. nums becomes [3,2,7,

1

]. We return the final array [3,2,7,1].

Example 2:

Input:

nums = [1,2], operations = [[1,3],[2,1],[3,2]]

Output:

[2,1]

Explanation:

We perform the following operations to nums: - Replace the number 1 with 3. nums becomes [

3

,2]. - Replace the number 2 with 1. nums becomes [3,

1

]. - Replace the number 3 with 2. nums becomes [

2

,1]. We return the array [2,1].

Constraints:

$n == \text{nums.length}$

$m == \text{operations.length}$

$1 \leq n, m \leq 10$

5

All the values of

nums

are

distinct

`operations[i].length == 2`

`1 <= nums[i], operations[i][0], operations[i][1] <= 10`

`6`

`operations[i][0]`

will exist in

`nums`

when applying the

`i`

th

operation.

`operations[i][1]`

will not exist in

`nums`

when applying the

`i`

th

operation.

Code Snippets

C++:

```
class Solution {
public:
vector<int> arrayChange(vector<int>& nums, vector<vector<int>>& operations) {
    }
};
```

Java:

```
class Solution {
public int[] arrayChange(int[] nums, int[][] operations) {
    }
}
```

Python3:

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

Python:

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

"
```

JavaScript:

```
/**
 * @param {number[]} nums
 * @param {number[][]} operations
 * @return {number[]}
 */
var arrayChange = function(nums, operations) {
    };
```

TypeScript:

```
function arrayChange(nums: number[], operations: number[][][]): number[] {  
}  
};
```

C#:

```
public class Solution {  
    public int[] ArrayChange(int[] nums, int[][] operations) {  
  
    }  
}
```

C:

```
/**  
 * Note: The returned array must be malloced, assume caller calls free().  
 */  
int* arrayChange(int* nums, int numsSize, int** operations, int  
operationsSize, int* operationsColSize, int* returnSize) {  
  
}
```

Go:

```
func arrayChange(nums []int, operations [][]int) []int {  
  
}
```

Kotlin:

```
class Solution {  
    fun arrayChange(nums: IntArray, operations: Array<IntArray>): IntArray {  
  
    }  
}
```

Swift:

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

Rust:

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

Ruby:

```
# @param {Integer[]} nums  
# @param {Integer[][]} operations  
# @return {Integer[]}  
def array_change(nums, operations)  
  
end
```

PHP:

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

Dart:

```
class Solution {  
    List<int> arrayChange(List<int> nums, List<List<int>> operations) {  
  
    }  
}
```

Scala:

```
object Solution {  
    def arrayChange(nums: Array[Int], operations: Array[Array[Int]]): Array[Int]
```

```
= {  
}  
}  
}
```

Elixir:

```
defmodule Solution do  
  @spec array_change(nums :: [integer], operations :: [[integer]]) :: [integer]  
  def array_change(nums, operations) do  
  
  end  
  end
```

Erlang:

```
-spec array_change(Nums :: [integer()], Operations :: [[integer()]]) ->  
[integer()].  
array_change(Nums, Operations) ->  
. .
```

Racket:

```
(define/contract (array-change nums operations)  
  (-> (listof exact-integer?) (listof (listof exact-integer?)) (listof  
    exact-integer?)))  
)
```

Solutions

C++ Solution:

```
/*  
 * Problem: Replace Elements in an Array  
 * Difficulty: Medium  
 * 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:
vector<int> arrayChange(vector<int>& nums, vector<vector<int>>& operations) {
    }
};

```

Java Solution:

```

/**
 * Problem: Replace Elements in an Array
 * Difficulty: Medium
 * 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[] arrayChange(int[] nums, int[][] operations) {
    }
}

```

Python3 Solution:

```

"""
Problem: Replace Elements in an Array
Difficulty: Medium
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 arrayChange(self, nums: List[int], operations: List[List[int]]) ->
        List[int]:

```

```
# TODO: Implement optimized solution
pass
```

Python Solution:

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

```

JavaScript Solution:

```
/**
 * Problem: Replace Elements in an Array
 * Difficulty: Medium
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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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 */

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

TypeScript Solution:

```
/**
 * Problem: Replace Elements in an Array
 * Difficulty: Medium
 * 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
*/
function arrayChange(nums: number[], operations: number[][][]): number[] {
};


```

C# Solution:

```

/*
 * Problem: Replace Elements in an Array
 * Difficulty: Medium
 * 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[] ArrayChange(int[] nums, int[][] operations) {
        }

    }
}


```

C Solution:

```

/*
 * Problem: Replace Elements in an Array
 * Difficulty: Medium
 * 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
*/
/***
 * Note: The returned array must be malloced, assume caller calls free().
 */


```

```
*/  
int* arrayChange(int* nums, int numsSize, int** operations, int  
operationsSize, int* operationsColSize, int* returnSize) {  
  
}  
}
```

Go Solution:

```
// Problem: Replace Elements in an Array  
// Difficulty: Medium  
// 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 arrayChange(nums []int, operations [][]int) []int {  
  
}
```

Kotlin Solution:

```
class Solution {  
    fun arrayChange(nums: IntArray, operations: Array<IntArray>): IntArray {  
  
    }  
}
```

Swift Solution:

```
class Solution {  
    func arrayChange(_ nums: [Int], _ operations: [[Int]]) -> [Int] {  
  
    }  
}
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Rust Solution:

```
// Problem: Replace Elements in an Array  
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// 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

impl Solution {
pub fn array_change(nums: Vec<i32>, operations: Vec<Vec<i32>>) -> Vec<i32> {

}
}

```

Ruby Solution:

```

# @param {Integer[]} nums
# @param {Integer[][]} operations
# @return {Integer[]}
def array_change(nums, operations)

end

```

PHP Solution:

```

class Solution {

/**
 * @param Integer[] $nums
 * @param Integer[][] $operations
 * @return Integer[]
 */
function arrayChange($nums, $operations) {

}
}

```

Dart Solution:

```

class Solution {
List<int> arrayChange(List<int> nums, List<List<int>> operations) {

}
}

```

Scala Solution:

```
object Solution {  
    def arrayChange(nums: Array[Int], operations: Array[Array[Int]]): Array[Int] = {  
  
    }  
}
```

Elixir Solution:

```
defmodule Solution do  
  @spec array_change(nums :: [integer], operations :: [[integer]]) :: [integer]  
  def array_change(nums, operations) do  
  
  end  
end
```

Erlang Solution:

```
-spec array_change(Nums :: [integer()], Operations :: [[integer()]]) ->  
[integer()].  
array_change(Nums, Operations) ->  
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(define/contract (array-change nums operations)  
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  exact-integer?)))  
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