

Problem 481: Magical String

Problem Information

Difficulty: Medium

Acceptance Rate: 0.00%

Paid Only: No

Problem Description

A magical string

s

consists of only

'1'

and

'2'

and obeys the following rules:

The string s is magical because concatenating the number of contiguous occurrences of characters

'1'

and

'2'

generates the string

s

itself.

The first few elements of

s

is

s = "1221121221221121122....."

. If we group the consecutive

1

's and

2

's in

s

, it will be

"1 22 11 2 1 22 1 22 11 2 11 22"

and the occurrences of

1

's or

2

's in each group are

"1 2 2 1 1 2 1 2 2 1 2 2"

. You can see that the occurrence sequence is

s

itself.

Given an integer

n

, return the number of

1

's in the first

n

number in the magical string

s

.

Example 1:

Input:

n = 6

Output:

3

Explanation:

The first 6 elements of magical string s is "122112" and it contains three 1's, so return 3.

Example 2:

Input:

n = 1

Output:

1

Constraints:

$1 \leq n \leq 10$

5

Code Snippets

C++:

```
class Solution {  
public:  
    int magicalString(int n) {  
  
    }  
};
```

Java:

```
class Solution {  
    public int magicalString(int n) {  
  
    }  
}
```

Python3:

```
class Solution:  
    def magicalString(self, n: int) -> int:
```

Python:

```
class Solution(object):
    def magicalString(self, n):
        """
        :type n: int
        :rtype: int
        """
```

JavaScript:

```
/**
 * @param {number} n
 * @return {number}
 */
var magicalString = function(n) {

};
```

TypeScript:

```
function magicalString(n: number): number {

};
```

C#:

```
public class Solution {
    public int MagicalString(int n) {

    }
}
```

C:

```
int magicalString(int n) {

}
```

Go:

```
func magicalString(n int) int {

}
```

Kotlin:

```
class Solution {  
    fun magicalString(n: Int): Int {  
  
    }  
}
```

Swift:

```
class Solution {  
    func magicalString(_ n: Int) -> Int {  
  
    }  
}
```

Rust:

```
impl Solution {  
    pub fn magical_string(n: i32) -> i32 {  
  
    }  
}
```

Ruby:

```
# @param {Integer} n  
# @return {Integer}  
def magical_string(n)  
  
end
```

PHP:

```
class Solution {  
  
    /**  
     * @param Integer $n  
     * @return Integer  
     */  
    function magicalString($n) {  
  
    }  
}
```

```
}
```

Dart:

```
class Solution {  
  int magicalString(int n) {  
  
  }  
}
```

Scala:

```
object Solution {  
  def magicalString(n: Int): Int = {  
  
  }  
}
```

Elixir:

```
defmodule Solution do  
  @spec magical_string(n :: integer) :: integer  
  def magical_string(n) do  
  
  end  
end
```

Erlang:

```
-spec magical_string(N :: integer()) -> integer().  
magical_string(N) ->  
.
```

Racket:

```
(define/contract (magical-string n)  
  (-> exact-integer? exact-integer?)  
)
```

Solutions

C++ Solution:

```
/*
 * Problem: Magical String
 * Difficulty: Medium
 * Tags: array, string
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(1) to O(n) depending on approach
 */

class Solution {
public:
    int magicalString(int n) {

    }
};
```

Java Solution:

```
/**
 * Problem: Magical String
 * Difficulty: Medium
 * Tags: array, string
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(1) to O(n) depending on approach
 */

class Solution {
    public int magicalString(int n) {

    }
}
```

Python3 Solution:

```
"""
Problem: Magical String
Difficulty: Medium
Tags: array, string
```



```
Approach: Use two pointers or sliding window technique
Time Complexity: O(n) or O(n log n)
Space Complexity: O(1) to O(n) depending on approach
"""
```

```
class Solution:
    def magicalString(self, n: int) -> int:
        # TODO: Implement optimized solution
        pass
```

Python Solution:

```
class Solution(object):
    def magicalString(self, n):
        """
        :type n: int
        :rtype: int
        """
```

JavaScript Solution:

```
/**
 * Problem: Magical String
 * 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} n
 * @return {number}
 */
var magicalString = function(n) {

};
```

TypeScript Solution:

```

/**
 * Problem: Magical String
 * Difficulty: Medium
 * Tags: array, string
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity:  $O(n)$  or  $O(n \log n)$ 
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 */

function magicalString(n: number): number {

};

```

C# Solution:

```

/*
 * Problem: Magical String
 * Difficulty: Medium
 * Tags: array, string
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity:  $O(n)$  or  $O(n \log n)$ 
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 */

public class Solution {
    public int MagicalString(int n) {

    }
}

```

C Solution:

```

/*
 * Problem: Magical String
 * Difficulty: Medium
 * Tags: array, string
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity:  $O(n)$  or  $O(n \log n)$ 
 * Space Complexity:  $O(1)$  to  $O(n)$  depending on approach

```

```
*/

int magicalString(int n) {

}
```

Go Solution:

```
// Problem: Magical String
// Difficulty: Medium
// Tags: array, string
//
// Approach: Use two pointers or sliding window technique
// Time Complexity: O(n) or O(n log n)
// Space Complexity: O(1) to O(n) depending on approach

func magicalString(n int) int {

}
```

Kotlin Solution:

```
class Solution {
    fun magicalString(n: Int): Int {

    }
}
```

Swift Solution:

```
class Solution {
    func magicalString(_ n: Int) -> Int {

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Rust Solution:

```
// Problem: Magical String
// Difficulty: Medium
// Tags: array, string
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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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impl Solution {
    pub fn magical_string(n: i32) -> i32 {

    }
}
```

Ruby Solution:

```
# @param {Integer} n
# @return {Integer}
def magical_string(n)

end
```

PHP Solution:

```
class Solution {

    /**
     * @param Integer $n
     * @return Integer
     */
    function magicalString($n) {

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Dart Solution:

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