

Problem 413: Arithmetic Slices

Problem Information

Difficulty: Medium

Acceptance Rate: 0.00%

Paid Only: No

Problem Description

An integer array is called arithmetic if it consists of

at least three elements

and if the difference between any two consecutive elements is the same.

For example,

[1,3,5,7,9]

,

[7,7,7,7]

, and

[3,-1,-5,-9]

are arithmetic sequences.

Given an integer array

nums

, return

the number of arithmetic

subarrays

of

nums

.

A

subarray

is a contiguous subsequence of the array.

Example 1:

Input:

nums = [1,2,3,4]

Output:

3

Explanation:

We have 3 arithmetic slices in nums: [1, 2, 3], [2, 3, 4] and [1,2,3,4] itself.

Example 2:

Input:

nums = [1]

Output:

0

Constraints:

$1 \leq \text{nums.length} \leq 5000$

$-1000 \leq \text{nums}[i] \leq 1000$

Code Snippets

C++:

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

Java:

```
class Solution {
public int numberOfArithmeticSlices(int[] nums) {
        }
    }
}
```

Python3:

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

Python:

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

```

JavaScript:

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

TypeScript:

```
function numberOfArithmeticSlices(nums: number[]): number {  
  
};
```

C#:

```
public class Solution {  
    public int NumberOfArithmeticSlices(int[] nums) {  
  
    }  
}
```

C:

```
int numberOfArithmeticSlices(int* nums, int numsSize) {  
  
}
```

Go:

```
func numberOfArithmeticSlices(nums []int) int {  
  
}
```

Kotlin:

```
class Solution {  
    fun numberOfArithmeticSlices(nums: IntArray): Int {  
  
    }  
}
```

Swift:

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

Rust:

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

Ruby:

```
# @param {Integer[]} nums  
# @return {Integer}  
def number_of_arithmetic_slices(nums)  
  
end
```

PHP:

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

Dart:

```
class Solution {  
    int numberOfArithmeticSlices(List<int> nums) {  
        }  
    }
```

Scala:

```
object Solution {  
    def numberOfArithmeticSlices(nums: Array[Int]): Int = {  
  
    }  
}
```

Elixir:

```
defmodule Solution do  
  @spec number_of_arithmetic_slices(nums :: [integer]) :: integer  
  def number_of_arithmetic_slices(nums) do  
  
  end  
end
```

Erlang:

```
-spec number_of_arithmetic_slices(Nums :: [integer()]) -> integer().  
number_of_arithmetic_slices(Nums) ->  
.
```

Racket:

```
(define/contract (number-of-arithmetic-slices nums)  
  (-> (listof exact-integer?) exact-integer?)  
)
```

Solutions

C++ Solution:

```
/*  
 * Problem: Arithmetic Slices  
 * Difficulty: Medium  
 * Tags: array, dp  
 *  
 * Approach: Use two pointers or sliding window technique  
 * Time Complexity: O(n) or O(n log n)  
 * Space Complexity: O(n) or O(n * m) for DP table  
 */
```

```

class Solution {
public:
    int numberOfArithmeticSlices(vector<int>& nums) {
        }
    };

```

Java Solution:

```

/**
 * Problem: Arithmetic Slices
 * Difficulty: Medium
 * Tags: array, dp
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(n) or O(n * m) for DP table
 */

class Solution {
public int numberOfArithmeticSlices(int[] nums) {
    }
}

```

Python3 Solution:

```

"""
Problem: Arithmetic Slices
Difficulty: Medium
Tags: array, dp

Approach: Use two pointers or sliding window technique
Time Complexity: O(n) or O(n log n)
Space Complexity: O(n) or O(n * m) for DP table
"""

class Solution:
    def numberOfArithmeticSlices(self, nums: List[int]) -> int:
        # TODO: Implement optimized solution

```

```
pass
```

Python Solution:

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

```

JavaScript Solution:

```
/**
 * Problem: Arithmetic Slices
 * Difficulty: Medium
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 */

/**
 * @param {number[]} nums
 * @return {number}
 */
var numberOfArithmeticSlices = function(nums) {

};


```

TypeScript Solution:

```
/**
 * Problem: Arithmetic Slices
 * Difficulty: Medium
 * Tags: array, dp
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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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```

```

*/



function numberOfArithmeticSlices(nums: number[]): number {
}

```

C# Solution:

```

/*
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 * Time Complexity: O(n) or O(n log n)
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 */

public class Solution {
    public int NumberOfArithmeticSlices(int[] nums) {
        return 0;
    }
}

```

C Solution:

```

/*
 * Problem: Arithmetic Slices
 * 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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 */

int numberOfArithmeticSlices(int* nums, int numsSize) {
}

```

Go Solution:

```

// Problem: Arithmetic Slices
// Difficulty: Medium
// Tags: array, dp
//
// Approach: Use two pointers or sliding window technique
// Time Complexity: O(n) or O(n log n)
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func numberOfArithmeticSlices(nums []int) int {

}

```

Kotlin Solution:

```

class Solution {
    fun numberOfArithmeticSlices(nums: IntArray): Int {
        return 0
    }
}

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Swift Solution:

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```

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impl Solution {
    pub fn number_of_arithmetic_slices(nums: Vec<i32>) -> i32 {
    }
}

```

```
}
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Ruby Solution:

```
# @param {Integer[]} nums
# @return {Integer}
def number_of_arithmetic_slices(nums)

end
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PHP Solution:

```
class Solution {

    /**
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