

Problem 903: Valid Permutations for DI Sequence

Problem Information

Difficulty: Hard

Acceptance Rate: 0.00%

Paid Only: No

Problem Description

You are given a string

s

of length

n

where

$s[i]$

is either:

'D'

means decreasing, or

'I'

means increasing.

A permutation

perm

of

$n + 1$

integers of all the integers in the range

$[0, n]$

is called a

valid permutation

if for all valid

i

:

If

$s[i] == 'D'$

, then

$\text{perm}[i] > \text{perm}[i + 1]$

, and

If

$s[i] == 'I'$

, then

$\text{perm}[i] < \text{perm}[i + 1]$

Return

the number of

valid permutations

perm

. Since the answer may be large, return it

modulo

10

9

+ 7

.

Example 1:

Input:

s = "DID"

Output:

5

Explanation:

The 5 valid permutations of (0, 1, 2, 3) are: (1, 0, 3, 2) (2, 0, 3, 1) (2, 1, 3, 0) (3, 0, 2, 1) (3, 1, 2, 0)

Example 2:

Input:

s = "D"

Output:

1

Constraints:

n == s.length

1 <= n <= 200

s[i]

is either

'I'

or

'D'

Code Snippets

C++:

```
class Solution {
public:
    int numPermsDISequence(string s) {
        }
};
```

Java:

```
class Solution {
public int numPermsDISequence(String s) {
```

```
}
```

```
}
```

Python3:

```
class Solution:  
    def numPermsDISequence(self, s: str) -> int:
```

Python:

```
class Solution(object):  
    def numPermsDISequence(self, s):  
        """  
        :type s: str  
        :rtype: int  
        """
```

JavaScript:

```
/**  
 * @param {string} s  
 * @return {number}  
 */  
var numPermsDISequence = function(s) {  
  
};
```

TypeScript:

```
function numPermsDISequence(s: string): number {  
  
};
```

C#:

```
public class Solution {  
    public int NumPermsDISequence(string s) {  
  
    }  
}
```

C:

```
int numPermsDISequence(char* s) {  
  
}
```

Go:

```
func numPermsDISequence(s string) int {  
  
}
```

Kotlin:

```
class Solution {  
    fun numPermsDISequence(s: String): Int {  
  
    }  
}
```

Swift:

```
class Solution {  
    func numPermsDISequence(_ s: String) -> Int {  
  
    }  
}
```

Rust:

```
impl Solution {  
    pub fn num_perms_di_sequence(s: String) -> i32 {  
  
    }  
}
```

Ruby:

```
# @param {String} s  
# @return {Integer}  
def num_perms_di_sequence(s)  
  
end
```

PHP:

```
class Solution {  
  
    /**  
     * @param String $s  
     * @return Integer  
     */  
    function numPermsDISequence($s) {  
  
    }  
}
```

Dart:

```
class Solution {  
int numPermsDISequence(String s) {  
  
}  
}
```

Scala:

```
object Solution {  
def numPermsDISequence(s: String): Int = {  
  
}  
}
```

Elixir:

```
defmodule Solution do  
@spec num_perms_di_sequence(s :: String.t) :: integer  
def num_perms_di_sequence(s) do  
  
end  
end
```

Erlang:

```
-spec num_perms_di_sequence(S :: unicode:unicode_binary()) -> integer().  
num_perms_di_sequence(S) ->  
.
```

Racket:

```
(define/contract (num-perms-di-sequence s)
  (-> string? exact-integer?))
```

Solutions

C++ Solution:

```
/*
 * Problem: Valid Permutations for DI Sequence
 * Difficulty: Hard
 * Tags: array, string, 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 numPermsDISequence(string s) {

    }
};
```

Java Solution:

```
/**
 * Problem: Valid Permutations for DI Sequence
 * Difficulty: Hard
 * Tags: array, string, 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 numPermsDISequence(String s) {
```

```
}
```

```
}
```

Python3 Solution:

```
"""
Problem: Valid Permutations for DI Sequence
Difficulty: Hard
Tags: array, string, 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 numPermsDISequence(self, s: str) -> int:
        # TODO: Implement optimized solution
        pass
```

Python Solution:

```
class Solution(object):

    def numPermsDISequence(self, s):
        """
:type s: str
:rtype: int
"""


```

JavaScript Solution:

```
/**
 * Problem: Valid Permutations for DI Sequence
 * Difficulty: Hard
 * Tags: array, string, dp
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 * 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
 */
```

```

/**
 * @param {string} s
 * @return {number}
 */
var numPermsDISequence = function(s) {

};

```

TypeScript Solution:

```

/**
 * Problem: Valid Permutations for DI Sequence
 * Difficulty: Hard
 * Tags: array, string, dp
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
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 */

function numPermsDISequence(s: string): number {

};

```

C# Solution:

```

/*
 * Problem: Valid Permutations for DI Sequence
 * Difficulty: Hard
 * Tags: array, string, 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
 */

public class Solution {
    public int NumPermsDISequence(string s) {
    }
}
```

```
}
```

C Solution:

```
/*
 * Problem: Valid Permutations for DI Sequence
 * Difficulty: Hard
 * Tags: array, string, dp
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
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 */

int numPermsDISequence(char* s) {

}
```

Go Solution:

```
// Problem: Valid Permutations for DI Sequence
// Difficulty: Hard
// Tags: array, string, 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

func numPermsDISequence(s string) int {

}
```

Kotlin Solution:

```
class Solution {
    fun numPermsDISequence(s: String): Int {
        return 0
    }
}
```

Swift Solution:

```
class Solution {  
    func numPermsDISequence(_ s: String) -> Int {  
        }  
    }  
}
```

Rust Solution:

```
// Problem: Valid Permutations for DI Sequence  
// Difficulty: Hard  
// Tags: array, string, 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  
  
impl Solution {  
    pub fn num_perms_di_sequence(s: String) -> i32 {  
        }  
    }  
}
```

Ruby Solution:

```
# @param {String} s  
# @return {Integer}  
def num_perms_di_sequence(s)  
end
```

PHP Solution:

```
class Solution {  
  
    /**  
     * @param String $s  
     * @return Integer  
     */  
    function numPermsDISequence($s) {  
        }  
    }
```

Dart Solution:

```
class Solution {  
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object Solution {  
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defmodule Solution do  
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