Q Search Course



Grokking the Coding Interview: Patterns for Coding Questions

Pattern: Two Heaps

Pattern: Subsets

Pattern: Modified
Binary Search

Pattern: Top 'K' Elements

Pattern: Bitwise XOR

Kth Smallest Number (easy)

'K' Closest Points to the Origin (easy)

Connect Ropes (easy)

Top 'K' Frequent Numbers (medium)

Frequency Sort (medium)

Kth Largest Number in a Stream (medium)

'K' Closest Numbers (medium)

Maximum Distinct Elements

Top 'K' Numbers (easy)

Solution Review: Problem
Challenge 1
Problem Challenge 2
Solution Review: Problem

Sum of Elements (medium)

Rearrange String (hard)

Problem Challenge 1

- Challenge 2

 Problem Challenge 3
- Solution Review: Problem Challenge 3

Pattern: K-way merge

Introduction



Pattern : 0/1 Knapsack (Dynamic Programming)

Challenge 1

```
Introduction

O/1 Knapsack (medium)

Equal Subset Sum Partition (medium)

Subset Sum (medium)
```

Solution Review: Problem Challenge 3



Frequency Stack (hard)

Design a class that simulates a Stack data structure, implementing the following two operations:

- 1. push(int_num): Pushes the number 'num' on the stack.
- pop(): Returns the most frequent number in the stack. If there is a tie, return the number which was pushed later.

Example:

```
After following push operations: push(1), push(2), push(3), push(2), push(1), push(2), push(5)

1. pop() should return 2, as it is the most frequent number

2. Next pop() should return 1

3. Next pop() should return 2
```

Solution

This problem follows the Top 'K' Elements pattern, and shares similarities with Top 'K' Frequent Numbers.

We can use a **Max Heap** to store the numbers. Instead of comparing the numbers we will compare their frequencies so that the root of the heap is always the most frequently occurring number. There are two issues that need to be resolved though:

- 1. How can we keep track of the frequencies of numbers in the heap? When we are pushing a new number to the Max Heap, we don't know how many times the number has already appeared in the Max Heap. To resolve this, we will maintain a HashMap to store the current frequency of each number. Thus whenever we push a new number in the heap, we will increment its frequency in the HashMap and when we pop, we will decrement its frequency.
- 2. If two numbers have the same frequency, we will need to return the number which was pushed later while popping. To resolve this, we need to attach a sequence number to every number to know which number came first.

In short, we will keep three things with every number that we push to the heap:

```
    number // value of the number
    frequency // current frequency of the number when it was pushed to the heap
    sequenceNumber // a sequence number, to know what number came first
```

Code

Here is what our algorithm will look like:

```
Python3
                   ⊘ C++
             require('./collections/heap'); //http://www.collectionsj
class Element {
  constructor(number, frequency, sequenceNumber) {
   this.number = number;
    this.frequency = frequency;
   this.sequenceNumber = sequenceNumber;
 compare(other) {
    if (this.frequency !== other.frequency) {
      return this.frequency - other.frequency;
    return this.sequenceNumber - other.sequenceNumber;
 constructor() {
    this.sequenceNumber = 0;
   this.frequencyMap = {};
   this.maxHeap = new Heap([], null, ((a, b) => a.compare(b)));
```



