

## 367. Valid Perfect Square

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Given a **positive** integer *num*, write a function which returns True if *num* is a perfect square else False.

**Follow up:** Do not use any built-in library function such as `sqrt`.

**Example 1:**

**Input:** num = 16

**Output:** true

**Example 2:**

**Input:** num = 14

**Output:** false

My Approach:

```
def isPerfectSquare(self, N: int) -> bool:
    # code here
    if N==1:
        return True
    start = 1
    end = N
    ans = 0
    while start<=end:
        mid = (end+start)//2
        if mid*mid==N:
            return True
        elif mid*mid>N:
            end = mid-1
        elif mid*mid<N:
            ans = mid
            start = mid+1
    return ans*ans==N
# if num==1:
#     return True
# count = 0
# for i in range(1,num):
#     if i*i<=num:
#         count = count+1
#     else:
```

```
#          break
# return count*count==num
```

Best approach:

*#0th Bitwise*

```
def BitwiseTrick(self, num):
    root = 0
    bit = 1 << 15

    while bit > 0 :
        root |= bit
        if root > num // root:
            root ^= bit
        bit >>= 1
    return root * root == num
```

*#1.Using Newton's Method*

```
def NewtonMethod(self, num):
    r = num
    while r*r > num:
        r = (r + num/r) // 2
    return r*r == num
```

*#2.Math Trick for Square number is 1+3+5+ ... +(2n-1)*

```
def Math(self, num):
    i = 1
    while (num>0):
        num -= i
        i += 2
    return num == 0
```

*#3. Binary Search Method ==> important*

```
def BinarySearch(self, num):
    left = 0
    right = num

    while left <= right:
        mid = left + (right-left)//2
        if mid ** 2 == num:
```

```
        return True
    elif mid ** 2 > num:
        right = mid - 1
    else:
        left = mid + 1
    return False
```

*#4.Linear Method (Naive) - For comparison*

```
def Linear(self, num):
    i = 1
    while i ** 2 <= num:
        if i ** 2 == num:
            return True
        else:
            i += 1
    return False
```