

leetcode.com/problems/merge-intervals

Problem Statement

You are given an array of intervals, example:

```
intervals = [[1,3],[2,6],[8,10],[15,18]]
```

Merge all overlapping intervals. So the output should be:

```
[[1,6],[8,10],[15,18]]
```

Interval [1,3] was merged with [2,6]

```
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- Sort the array based on the beginning of the interval
- In C++, when applying sort(intervals.begin(), intervals.end())
 the default comparator compares vector<vector<int>> lexicographically:
 - it first compares the first element [0] of each sub-vector
 - if those are equal, it compares the second element [1] and so on
- Go over each interval and compare
- interval[i][begin] <= interval[i 1][end] ?then merge</pre>
- To merge, set the current interval[i][begin] to interval[i -1][begin] and set the
 interval[i][end] to the maximum value between interval[i][end] and interval[i -1][end]
- If no merge is necessary, push the previous interval to the result array
- Once the loop finishes, add the last element and return the result

Code - 56. Merge Intervals

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```

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Code Time: O(n log n) Space: O(n)

```
vector<vector<int>> merge(vector<vector<int>>& intervals) {
   if (intervals.empty()) return {};
    sort(intervals.begin(), intervals.end());
   vector<vector<int>> result;
   result.push back(intervals[0]);
   for (int i = 1; i < intervals.size(); ++i) {</pre>
        vector<int>& current = intervals[i];
        vector<int>& previous = result.back();
       // check if they overlap, if so merge...
       // they're sorted, we know that:
       // previous[0] >= current[0]
       // 1 --- 3 (previous)
       // 2 ---- 6 (current)
       if (current[0] <= previous[1]) {</pre>
           // merge
            previous[1] = max(previous[1], current[1]);
       } else {
            result.push back(current);
   return result;
```





leetcode.com/problems/non-overlapping-intervals

Problem Statement

- You are given an array of intervals vector<vector<int>> with start and end, Example:
 - intervals = [[1,2],[2,3],[3,4],[1,3]]
- The intervals must not overlap each over
- You have to remove the minimum number of pairs to make it non-overlapping

Solution – 435. Non-overlapping Intervals



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Solution

Sort the array by the ending time:

```
[[1,2],[2,3],[3,4],[1,3]] \rightarrow [[1,2],[2,3],[1,3],[3,4]]
```

In C++ a lambda function can be used with sort:

```
sort(intervals.begin(), intervals.end(), [](const vector<int>& a, const vector<int>&b) {
   return a[1] < b[1];
});</pre>
```

- Note that std::sort is not stable (opposite of std::stable_sort), so there is no guarantees that [2,3] comes before [1,3]. But for this algorithm, it doesn't matter
- Iterate over the array and check overlaps by comparing the end[i] with begin[i 1]
- If they overlap, logically remove the current pair and count + 1
- Logically removing means just setting the end to compare to the previous element, so "skip" the current interval

Code – 435. Non-overlapping Intervals

```
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```
Code Time: O(n log n) Space: O(1)
```

```
int eraseOverlapIntervals(vector<vector<int>>& intervals) {
    // sort by the ending time O(log n)
    sort(intervals.begin(), intervals.end(), [](const auto& a, const auto& b) {
            return a[1] < b[1];
    });
    int result= 0;
    int end = intervals[0][1];
    // O(n)
    for (int i = 1; i < intervals.size(); ++i) {</pre>
        // does it overlaps?
        if (intervals[i][0] < end) {</pre>
            ++result;
        } else {
            // it doesn't overlap, just 'skip'
            // the current interval
            end = intervals[i][1];
    return result;
```



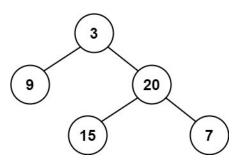


leetcode.com/problems/balanced-binary-tree

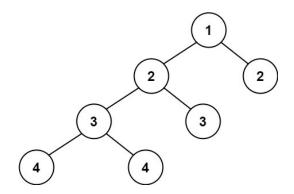
Problem

- You are given the root of a binary tree
- Return true if it is height-balanced
- A tree is height-balanced when the height of two subtrees does not differ by two

Height balanced



Not Height balanced





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- Recursive approach: go all the way down
- Calculate the height of the left subtree
- Calculate the height of the right subtree
- Compare both to check if they differ by more than one
- Continue going up the tree to check all the nodes

Problem - 110. Balanced Binary Tree

```
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```

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Code Time: O(n) Space: O(h) where n is the number of the nodes and h is the height of the tree

```
int checkHeight(TreeNode* node) {
    if (!node) return 0;
    int left = checkHeight(node->left);
   // left tree is unbalanced
    if (left == -1) return -1;
    int right = checkHeight(node->right);
   // right tree is unbalanced
   if (right == -1) return -1;
   // check the different, -1 is unbalanced
    if (abs(left - right) > 1) return -1;
    return max(left, right) + 1;
bool isBalanced(TreeNode* root) {
    return checkHeight(root) != -1;
```

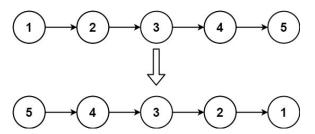
LINKED LIST



leetcode.com/problems/reverse-linked-list

Problem

- This is a classic problem
- Given a singly linked list, reverse its order





leetcode.com/problems/reverse-linked-list

- Use recursive approach
- Looking at the pseudo-code, this recursion will return the last node:

```
reverseList(head) {
   if (!head->next) return head
   node = reverseList(head->next);
   return node
}
```

- From end to beginning, each head will be a node in the list
- Therefore, you can change this node by setting a new head:

```
head->next->next = head;
head->next = nullptr;
```

```
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```
Code Time: O(n) Space: O(1)

ListNode* reverseList(ListNode* head) {
   if (!head->next) return head;
   ListNode* node = reverseList(head->next);
   head->next->next = head;
   head->next = nullptr;
   return node;
```



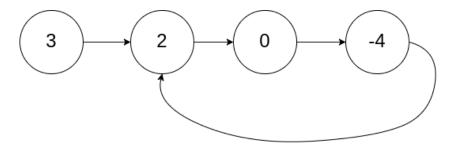
leetcode.com/problems/linked-list-cycle

Problem

- You are given the head of a linked list
- Return **true** if there is a cycle, false otherwise
- Example:

In the image below, there is a cycle (-4 to 2)

Output: true



Solution – 141. Linked List Cycle



leetcode.com/problems/linked-list-cycle

- Have two pointers: fast and slow
- Slow will go over each item in the linked list
- Fast will go twice as fast as slow (fast = fast->next->next)
- If fast reach at the end, there is no cycle
- If fast encounter slow, there is a cycle, return true