# Coding Interview Solutions Handbook: Essential Problems in C++

Catalog of problems, solutions and implementations in C++

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# INTRODUCTION

## **Motivation**

The tech industry hiring standard is based on algorithm and data structure.

There are plenty of free resources available around algorithms and data structures. The purpose of this project is to be a quick guide where you can learn and review algorithms and data structures.

Some of the intended **key features:** 

- Non-verbose, short-structured, and easy to follow descriptions
- Slide-based, practical for reviewing
- Based on common problems
- Free and open-source



## How do I created and use this document?

Creating this document was a great exercise to learn and review data structures and algorithms. I encourage anyone to create its own notes

- Have sections based on the type of the problems (string, array, tree, dynamic programming)
- Start solving the problems randomly on Leetcode
- Create one slide for each question, including: problem, solution, code
- Write with your own words
- If you are not confident you have fully captured a problem, write the problem and leave the solution and code to another day when you redo it

🙀 If you like, please add a star at github.com/rfdavid/coding-interview-handbook-cpp

## **Some Useful Links**

#### **Tech Interview Handbook**

https://www.techinterviewhandbook.org

A very well-structured resource for interview preparation

#### Interviewing.io

https://interviewing.io

Anonymous mock interviews with engineers from Amazon, Google, Meta, and other top companies

#### **Blind 75 Leetcode Questions**

https://leetcode.com/discuss/general-discussion/460599/blind-75-leetcode-questions

Popular list of leetcode questions

## **Common Problems**

 The following list includes blind 75 (a popular list of algorithm problems that intends to cover the main data structures and patterns) + other random popular problems

#### **Array**

- ✓ Two Sum
- ✓ Contains Duplicate
- ✓ Product of Array Except Self
- ✓ Best Time to Buy and Sell Stock
- ✓ Maximum Subarray
- ✓ Maximum Product Subarray
- ✓ Find Minimum in Rotated Sorted Array
- ✓ <u>Search in Rotated Sorted Array</u>
- ✓ 3 Sum
- ✓ Container With Most Water

#### **Binary**

- ✓ Sum of Two Integers
- ✓ Number of 1 Bits
- ✓ Counting Bits
- ✓ <u>Missing Number</u>
- ✓ Reverse Bits

#### **Dynamic Programming**

✓ Climbing Stairs

Coin Change

Longest Increasing Subsequence

✓ Longest Common Subsequence

Word Break

Combination Sum

✓ House Robber

House Robber II

**Decode Ways** 

- ✓ Unique Paths
- ✓ Jump Game

#### Matrix

- ✓ Set Matrix Zeroes
- ✓ Spiral Matrix
- ✓ Rotate Image

Word Search

## **Common Problems**

#### Tree

- ✓ Maximum Depth of Binary Tree
- ✓ Same Tree
- ✓ Invert/Flip Binary Tree
- ✓ Path Sum
- ✓ <u>Binary Tree Level Order Traversal</u>
- ✓ <u>Serialize and Deserialize Binary Tree</u>
- ✓ Subtree of Another Tree
- ✓ Construct Binary Tree from Preorder and Inorder Traversal
- ✓ Validate Binary Search Tree
- ✓ Kth Smallest Element in a Binary Search Tree
- ✓ Lowest Common Ancestor of Binary Search Tree
- √ Implement Trie (Prefix Tree)

Add and Search Word

Word Search II

**Balanced Binary Tree** 

#### Heap

✓ Top K Frequent Elements

Find Median from Data Stream

#### String

- ✓ Longest Substring Without Repeating Characters
- ✓ Longest Repeating Character Replacement
- ✓ <u>Minimum Window Substring</u>
- √ Valid Anagram
- √ Group Anagrams
- ✓ Valid Parentheses
- ✓ Valid Palindrome

Longest Palindromic Substring

Palindromic Substrings

Simplify Path

Encode and Decode Strings 🖈

#### **Linked List**

- ✓ Reverse a Linked List
- ✓ <u>Detect Cycle in a Linked List</u>
- ✓ Merge Two Sorted Lists
- ✓ Merge K Sorted Lists
- ✓ Remove Nth Node From End Of List
- ✓ Reorder List

#### Graph

- ✓ Keys and Rooms
- ✓ Clone Graph
- ✓ Course Schedule
- ✓ Pacific Atlantic Water Flow
- ✓ Number of Islands
- ✓ Longest Consecutive Sequence
- ✓ Permutations

- ✓ <u>Number of Connected Components</u>
  <u>In an Undirected Graph</u>

#### Interval

- √ Insert Interval
- ✓ Merge Intervals
- ✓ Non-overlapping Intervals
- Meeting Rooms II ☆



# Other problems

- ✓ <u>Maximum Level Sum of a Binary Tree</u>
- ✓ <u>Minimum Number of Increments on Subarrays to Form a Target Array</u>
- ✓ <u>Leaf-Similar Trees</u>
- ✓ Count Good Nodes in Binary Tree

Min Cost Climbing Stairs

Longest Palindromic Subsequence

- ✓ <u>Minimum Cost for Tickets</u>
- ✓ Webcrawler
- ✓ Network Delay Time
- ✓ Rotated Digits
- ✓ Ransom Note
- ✓ String to Integer (atoi)
- ✓ Middle of the Linked List

#### If the input gets bigger, how many steps does the algorithm take?

- Measure of how much the execution time of an algorithm grows relative to the size of its input (usually called n)
- Expressed in **Big-O notation** (e.g. O(1), O(n),  $O(n^2)$ , etc) to describe the **upper bound** of how fast the algorithm's runtime grows
- Asymptotic notations
  - **Big-O (O)** Upper Bound (**Worst-case**): Describes the maximum amount of time/memory an algorithm could take.
  - Theta O Tight Bound (Exact): describes both the upper and lower bound (the exact growth rate)
  - **Omega** ( $\Omega$ ) Lower Bound (**Best-case**): describes the minimum time/space the algorithm needs.

## **Examples**

## **O**(1)

Examples	Problems
Accessing an array element (`arr[i]`)	Hash table lookups
Swapping two variables	Checking if a number is even/odd
Stack/Queue `push` or `pop`	Returning first element of a list

## O(log n)

Binary Search	Search in sorted array
Balanced BST insert/find (AVL, Red-Black Tree)	Find k-th smallest in BST
Finding floor/ceil in sorted array	Finding square root with binary search

## **O**(n)

Linear Search	Maximum subarray sum (Kadane's algo)
Finding min/max in an array	Counting frequencies with hash map
Traversing linked list or array	One-pass string processing problems

## O(n log n)

Merge Sort / Heap Sort	Sorting an array
Efficient algorithms for Closest Pair	Finding inversion count in array
Heapify operations	Kth largest element with heap

## **O**(n<sup>2</sup>)

Bubble Sort / Insertion Sort	Two Sum (brute force)
Checking all pairs in array	Longest Palindromic Substring (DP)
Floyd-Warshall algorithm	Edit Distance (DP)

## **O**(n<sup>3</sup>)

Matrix multiplication (naive)	Boolean matrix multiplication
DP on subsequences of length 3	Some DP path-finding problems
Floyd-Warshall for dense graphs	Counting triangles in graph

#### O(2<sup>n</sup>)

Recursive Fibonacci (no memo)	Subset sum (brute force)
Backtracking for combinations/permutations	N-Queens
Traveling Salesman (brute force)	All subsets of array (power set)

#### **O**(n!)

Generating all permutations	Traveling Salesman (brute force)
Brute-force anagram check	Word ladder with all transformations
Solving puzzles with all arrangements	Hamiltonian Path

#### O(V + E)

DFS / BFS (adjacency list)	DFS / BFS (adjacency list)
Dr 37 Dr 3 (dajacerrey list)	Dr or Dr o (adjacerrey net)

#### O(E log V)

Dijkstra with priority queue Dijkstra with priority queue
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#### O(VE)

Bellman-Ford

#### $O(N_3)$

Floyd-Warshall

#### O(E log E)

Kruskal's MST algorithm

V = vertices (nodes) E = edges

# **Space Complexity**

#### As the input size n grows, how much extra memory does the algorithm need to run?

- Measure of how much memory an algorithm uses relative to input size
- Expressed in Big-O notation (e.g. O(1), O(n), O(n²), etc)
- It includes auxiliary space (extra memory used by the algorithm, not counting the input itself) and sometimes considers input space depending on the context
- Count only extra space needed (exclude output)
- The space complexity of a recursive tree traversal is **O(h)**, where h is the height of the tree. This is because each recursive call adds a frame to the call stack, and in the worst case, the maximum stack depth is proportional to the tree's height

# **Space Complexity**

## **Examples**

Algorithm / Operation	Space Complexity	Explanation
Swap two integers	O(1)	Only uses constant space
Iterate through array and sum values	O(1)	No extra memory used besides accumulator
Store array copy	O(n)	Needs space to store the copied array
Recursive factorial (factorial(n))	O(n)	n stack frames in the call stack
Binary search (recursive)	O(log n)	Recursive depth is log(n) for sorted array
Binary search (iterative)	O(1)	No extra space beyond a few variables
Merge sort	O(n)	Needs temp arrays to merge subarrays
Quick sort (in-place)	O(log n)	Call stack for recursive calls
Depth-first search (recursive) in tree	O(h)	h = height of the tree (stack frames)
Breadth-first search (using queue)	O(n)	Stores all nodes at current level in queue
DP with full 2D table (e.g., LCS)	O(m*n)	Stores results of all subproblems
Optimized Fibonacci with two variables	O(1)	Only tracks last two results
Memoized Fibonacci (top-down DP)	O(n)	Memoization table + recursion stack
Using a hash map to count frequencies	O(n)	Stores one count per element
Storing all substrings of a string	O(n^2)	Total number of substrings is ~n²
Adjacency list for graph with V nodes, E edges	O(V + E)	One list per node, total edges stored