# GRAPH (BFS/DFS)

# Tips

- When to build an adjacency list from the input data?
  - When the graph is **sparse**
  - When working with **non-grid graphs**
  - When you want to perform multiple or complex traversals and need fast neighbour lookups.

# **DFS Boilerplate**

#### **Recursive DFS**

Time Complexity: **O(N + E)** Space Complexity: **O(N)** 

#### N = Number of nodes E = Number of edges

#### **Iterative DFS**

Time Complexity: **O(N + E)** Space Complexity: **O(N)** 

```
void runDFS(int n, const vector<vector<int>>& graph) {
   vector<bool> visited(n, false);
   stack<int> stk;
   stk.push(0); // start from node 0
   while (!stk.empty()) {
       int node = stk.top();
        stk.pop();
       if (visited[node]) continue;
       visited[node] = true;
       for (int neighbor : graph[node]) {
            if (!visited[neighbor]) {
                stk.push(neighbor);
```

# **BFS Boilerplate**

#### **Iterative BFS**

Time Complexity: **O(N + E)** Space Complexity: **O(N)** 

```
void runBFS(int n, const vector<vector<int>>& graph) {
    vector<bool> visited(n, false);
    queue<int> q;
    q.push(0); // start from node 0
    visited[0] = true;
    while (!q.empty()) {
        int node = q.front();
        q.pop();
        for (int neighbor : graph[node]) {
            if (!visited[neighbor]) {
                visited[neighbor] = true;
                q.push(neighbor);
```

### **Time Complexity notes**

- Every node is enqueued/dequeued once
- Every edge is checked once

N = Number of nodes E = Number of edges

# Problem – 841. Keys and Rooms



leetcode.com/problems/keys-and-rooms

#### **Problem**

- You are given an array of array rooms, example:
  - [[1,2], [2],[0]]
- Each element in the outer array represents a room
- Each array inside the array represents a set of keys that open the rooms
- Rooms are the index of the array
- In the example, room 0 have the keys for room 1 and 2
- Room 1 have the keys for room 2
- Room 2 have the key for room 0
- **Room 0** is the only room unlocked. You start by visiting room 0, grab the key and unlock other rooms
- **Return true** if you can unlock all rooms

# Solution – 841. Keys and Rooms





leetcode.com/problems/keys-and-rooms

#### **Solution**

- This is a graph problem that can be solved using DFS
- Treat each room as a node
- Treat each set of keys as edges the goes from room A to B
- Visit room 0, and then start visiting the neighbours
- Once you visited all rooms/nodes, check if the visited size is the same as the number of exiting rooms

# Code – 841. Keys and Rooms

```
LeetCode
```

leetcode.com/problems/keys-and-rooms

```
Void dfs(int room, vector<vector<int>>& rooms, unordered_set<int>& visited) {
   if (visited.count(room)) return;
   visited.insert(room);
   for (const auto& roomNumber : rooms[room]) {
      dfs(roomNumber, rooms, visited);
   }
}
bool canVisitAllRooms(vector<vector<int>>& rooms) {
   unordered_set<int> visited;
   dfs(0, rooms, visited);
   return rooms.size() == visited.size();
}
```



https://leetcode.com/problems/clone-graph

#### **Problem Statement**

- Given a node reference, create a deep copy of the graph
- The class node has two variables: val and neighbours

```
class Node {
  public int val;
  public List<Node> neighbors;
}
```

Output is the node reference of the copy



https://leetcode.com/problems/clone-graph

#### **Solution**

- First check the edge cases (is the node null?)
- Create a hash map to store the nodes that is already created unordered<int, Node\*> graph;
- Check if the current node already exists in the graph
- If not, create a new Node object and store in the hashmap
- Visit all the neighbors and add the neighbors to this current node

# Code - Clone Graph

```
E LeetCode
```

https://leetcode.com/problems/clone-graph

```
std::unordered_map<int, Node*> graph;
Node* cloneGraph(Node* node) {
   if (node == NULL) {
        return NULL;
    // does this node object exists?
   if (graph.find(node->val) == graph.end()) {
        // node wasn't visited yet, store in the hashmap
        graph[node->val] = new Node(node->val);
        // visit all neighnours
        for (const auto& n : node->neighbors) {
            graph[node->val]->neighbors.push_back(cloneGraph(n));
   return graph[node->val];
```

### Problem - 207. Course Schedule



**LeetCode** 

leetcode.com/problems/course-schedule

#### **Problem**

- You are given the number of courses and a course pre-requisite array
- Course pre-requisite indicates the dependency between courses

### • Example:

```
numCourses = 2, prerequisites = [[1,0],[0,1]]
To take course 1, you must take course 0 first
to take course 0, you must take course 1 first
```

- In this example, this schedule is not possible since one course depends on the other
- Return if the schedule is valid or not

### Solution - 207. Course Schedule





leetcode.com/problems/course-schedule

#### **Solution**

- Model as a graph problem
- Create a dependency graph between courses: course A depends on course B
- If there is a cycle, **A** to **B** and **B** to **A**, the schedule is invalid
- For the implementation: first convert the schedule to adjacency list
- Use DFS and track two status: VISITING and VISITED
- Go over each node in the adjacency list, and perform a DFS
- Once you find a node which status is VISITING, you've detected a cycle

### Code - 207. Course Schedule



leetcode.com/problems/course-schedule

#### Code Time: O(n + p) Space: O(n + p) where n is the number of courses and p the number of edges in the graph

```
enum class VisitState {
   NOT VISITED,
   VISITING,
    VISITED
};
bool hasCycle(int node, const unordered map<int, vector<int>>& adjList,
              unordered map<int, VisitState>& visited) {
   // if we are revisiting a node in the current path, there's a cycle
   if (visited[node] == VisitState::VISITING) return true;
   // if we've already completed visiting this node, no need to check again
   if (visited[node] == VisitState::VISITED) return false;
   // mark the node as being visited
   visited[node] = VisitState::VISITING;
   for (int neighbor : adjList.at(node)) {
        if (hasCycle(neighbor, adjList, visited)) return true;
   // mark the node as fully visited
   visited[node] = VisitState::VISITED;
   return false:
```

```
bool canFinish(int numCourses, const vector<vector<int>>& prerequisites) {
    // build the adjacency list: course -> list of its prerequisites
    unordered_map<int, vector<int>> adjList;
    for (const auto& dependencyPair : prerequisites) {
        int course = dependencyPair[0];
        int prerequisite = dependencyPair[1];
        adjList[course].push_back(prerequisite);
    }
    unordered_map<int, VisitState> visited;

    // check each course for cycles
    for (int course = 0; course < numCourses; ++course) {
        if (adjList.count(course)) {
            if (hasCycle(course, adjList, visited)) return false;
        }
    }

    return true; // no cycles detected
}</pre>
```

### Code - 207. Course Schedule

**LeetCode** 

leetcode.com/problems/course-schedule

### Code (simplified) Time: O(n + p) Space: O(n + p) where n is the number of courses and p the number of edges in the graph

```
bool canFinish(int numCourses, vector<vector<int>>& prerequisites) {
    // construct the graph
   vector<vector<int>> adjList(numCourses);
    // states:
    // unvisited = 0, visiting = -1, visited = 1
   vector<int> visited(numCourses, 0);
    for (const auto& pre : prerequisites) {
        adjList[pre[1]].push back(pre[0]);
    for (int n = 0; n < adjList.size(); ++n) {</pre>
        if (hasCycle(adjList, visited, n /* starting node */)) {
            return false;
    return true;
bool hasCycle(vector<vector<int>>& adjList, vector<int>& visited, int node) {
   if (visited[node] == -1) return true;
   if (visited[node] == 1) return false;
   // visiting
   visited[node] = -1;
    for (const auto& n: adjList[node]) {
        if (hasCycle(adjList, visited, n)) {
            return true;
    // already visited
    visited[node] = 1;
```

### Problem – 417. Pacific Atlantic Water Flow





leetcode.com/problems/pacific-atlantic-water-flow

#### **Problem**

- You are given a matrix heights[m][n] representing elevations on an island
- Pacific Ocean borders the top and left, Atlantic Ocean borders the bottom and right
- Rainwater can flow from a cell to its north, south, east, or west neighbor if the neighbor's height is ≤ current
- Find all coordinates (r, c) from which water can flow to both oceans
- Return a list of such coordinates: [[r1, c1], [r2, c2], ...]

	Pacific Ocean						
	1	2	2	3	5		
Pacific	3	2	3	4	4	Atlantic Ocean	
	2	4	5	3	1		
Ocean	6	7	1	4	5	Ocean	
	5	1	1	2	4		
Atlantic Ocean							

# Solution - 417. Pacific Atlantic Water Flow





leetcode.com/problems/pacific-atlantic-water-flow

### **Solution 1 (inneficient)**

- Iterate the whole matrix and perform a DFS
- Visit the neighbour if the value is less or equal the current value
- If it reaches some ocean, mark either atlantic or pacific as true
- Return true once both are true or false after finishing DFS

### Code - 417. Pacific Atlantic Water Flow

```
LeetCode
```

leetcode.com/problems/pacific-atlantic-water-flow

#### Code Time: $O((m \times n)^2)$ Space: $O(m \times n)$

```
private:
vector<vector<int>> directions = {{0,1},{0,-1},{1,0},{-1,0}};
public:
vector<vector<int>> pacificAtlantic(vector<vector<int>>& heights) {
    int m = heights.size();
    int n = heights[0].size();
    vector<vector<int>> result;
    for (int row = 0; row < m; ++row) {
        for (int col = 0; col < n; ++col) {
            bool pacific = false;
            bool atlantic = false;
            vector<vector<bool>> visited(m, vector<bool>(n, false));
            if (dfs(make_pair(row, col), heights, visited, pacific,
atlantic)) {
                result.push_back({row, col});
    return result;
```

```
bool dfs(pair<int, int> coordinates, vector<vector<int>>& heights,
        vector<vector<bool>>& visited, bool& pacific, bool& atlantic) {
   if (pacific && atlantic) return true;
   int row = coordinates.first;
   int col = coordinates.second;
   if (visited[row][col]) return false;
   if (col == 0 | row == 0) pacific = true;
   if (col == heights[0].size() - 1 || row == heights.size() - 1)
         atlantic = true;
   visited[row][col] = true;
   for (const auto& d : directions) {
        int nextRow = row + d[0];
        int nextCol = col + d[1];
        if (nextRow < 0 || nextCol < 0 || nextRow >= heights.size() ||
            nextCol >= heights[0].size()) continue;
        if (heights[nextRow][nextCol] <= heights[row][col]) {</pre>
            if (dfs(make_pair(nextRow, nextCol), heights,
                    visited, pacific, atlantic)) {
                    return true;
   return pacific && atlantic;
```

### Solution - 417. Pacific Atlantic Water Flow





leetcode.com/problems/pacific-atlantic-water-flow

### **Solution 2 (better)**

- Start from the border of pacific ocean and find all reachable squares using DFS
- Then, start from the border of atlantic ocean and find all reachable squares using DFS
- Check the squares where both are accessible

### Code - 417. Pacific Atlantic Water Flow



leetcode.com/problems/pacific-atlantic-water-flow

#### Code Time: $O(m \times n)$ Space: $O(m \times n)$

```
private:
vector<vector<int>> directions = {{0,1},{0,-1},{1,0},{-1,0}};
public:
vector<vector<int>> pacificAtlantic(vector<vector<int>>& heights) {
    int m = heights.size();
    int n = heights[0].size();
   // squares where pacific is reachable
    vector<vector<bool>> pacific(m, vector<bool>(n, false));
   // squares where atlantic is reachable
    vector<vector<bool>> atlantic(m, vector<bool>(n, false));
   // check pacific and atlantic
    for (int row = 0; row < m; ++row) {
        dfs(row, 0, heights, pacific);
        dfs(row, n - 1, heights, atlantic);
    for (int col = 0; col \langle n; ++col) {
        dfs(0, col, heights, pacific);
        dfs(m - 1, col, heights, atlantic);
    // check where both are reachable
    vector<vector<int>> result;
    for (int row = 0; row < m; ++row) {
        for (int col = 0; col < n; ++col) {
            if (pacific[row][col] && atlantic[row][col]) {
                result.push_back({row,col});
    return result;
```

# Problem - 200. Number of Islands





leetcode.com/problems/number-of-islands

### **Problem**

# Solution – 200. Number of Islands





leetcode.com/problems/number-of-islands

### **Solution**

•

# Code - 200. Number of Islands

**LeetCode** 

leetcode.com/problems/number-of-islands

Code Time: O(-) Space: O(-)

• ...

# Problem – 128. Longest Consecutive Sequence





leetcode.com/problems/longest-consecutive-sequence

### **Problem**

• ..

# Solution - 128. Longest Consecutive Sequence





leetcode.com/problems/longest-consecutive-sequence

### **Solution**

•

# **Code** – 128. **Longest Consecutive Sequence**



**LeetCode** 

leetcode.com/problems/longest-consecutive-sequence

Code Time: O(-) Space: O(-)

•

# Problem – 261. Graph Valid Tree





leetcode.com/problems/graph-valid-tree

### **Problem**

**.**..

# Solution – 261. Graph Valid Tree



**LeetCode** 

leetcode.com/problems/graph-valid-tree

### **Solution**

• ..

# Code – 261. Graph Valid Tree



**LeetCode** 

leetcode.com/problems/graph-valid-tree

Code Time: O(-) Space: O(-)

• ...





leetcode.com/problems/number-of-connected-components-in-an-undirected-graph

#### **Problem**

- You are given a graph of n nodes, and an array of edges (source, destination)
- Edges indicates the edge between node source and destination
- Find the total number of isolated components (subgraphs)

### • Example:

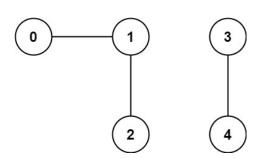
Input:

$$n = 5$$
, edges = [[0,1],[1,2],[3,4]]

Output: 2

0 is connected to 1, 1 is connected to 2

3 is a new subgraph connected to 4



# Solution – 323. Number of Connected Components





leetcode.com/problems/number-of-connected-components-in-an-undirected-graph

#### **Solution**

- Build an adjacency list from edges
- From each node, check if its visited
- If it is not visited, mark as a new "component" or subgraph
- Perform a DFS from that node

# **Code – 323. Number of Connected Components**

**E** LeetCode

leetcode.com/problems/number-of-connected-components-in-an-undirected-graph

Code Time: O(n + E) Space: O(n + E) where n is the number of nodes and E is edges size

```
int countComponents(int n, vector<vector<int>>& edges) {
   vector<bool> visited(n, false);
   vector<vector<int>> adjList(n);
   // build adjancency list
   for (const auto& edge: edges) {
        adjList[edge[0]].push back(edge[1]);
        adjList[edge[1]].push_back(edge[0]);
   int totalComponents = 0;
   for (int i = 0; i < n; ++i) {
       if (!visited[i]) {
           dfs(adjList, visited, i);
           totalComponents++;
   return totalComponents;
void dfs(vector<vector<int>>& adjList, vector<bool>& visited, int node) {
   if (visited[node]) return;
   visited[node] = true;
   for (const auto& neighbour : adjList[node]) {
        dfs(adjList, visited, neighbour);
```





https://leetcode.com/problems/maximum-level-sum-of-a-binary-tree

### **Problem Statement**

- Given the root of a binary tree, find the smallest level with the maximum sum
- For example, the tree below has the follow sums for each level:

level 
$$1 \text{ (root)} = 1$$

level 
$$2 = 7 + 0 = 7$$

$$|eve| 3 = 7 - 8 = -1$$

Therefore, level 2 has the maximum sum



# Solution – Maximum Level Sum of a Binary Tree





https://leetcode.com/problems/maximum-level-sum-of-a-binary-tree

#### **Solution**

- Have a queue with the nodes for the current level
- Sum the values from that level by taking the nodes from the queue
- Example, we know that level 1 has one node. Hence, pop the first node from the queue
   If level 2 has 2 nodes, pop two nodes, sum the values
- In addition, add left and right to the end of the queue to process the next level

# Code – Maximum Level Sum of a Binary Tree

```
E LeetCode
```

https://leetcode.com/problems/maximum-level-sum-of-a-binary-tree

```
int maxLevelSum(TreeNode* root) {
    std::queue<TreeNode*> nodes;
    int currentLevel = 0;
    int maxLevel = 1;
    int maxSum = INT MIN;
    nodes.push(root);
    // traverse the graph
    while(!nodes.empty()) {
        int levelSum = 0;
        int levelSize = nodes.size();
        currentLevel++;
        // sum the values in current level
        for (int i = 0; i < levelSize; ++i) {</pre>
            TreeNode* node = nodes.front();
            levelSum += node->val;
            nodes.pop();
            if (node->left) nodes.push(node->left);
            if (node->right) nodes.push(node->right);
        if (levelSum > maxSum) {
            maxLevel = currentLevel;
            maxSum = levelSum;
    return maxLevel;
```

### Problem - 1236. Web Crawler





https://leetcode.com/problems/web-crawler

#### **Problem**

- You are given a starting URL startURL and an interface HtmlParser with a method getUrls(url)
- getUrls(url) returns a vector of strings with the URLs found on the given page
- Start crawling from startUrl and recursively visit all reachable URLs
- Only visit URLs that share the same hostname as startUrl
- Return a list of all visited URLs (in any order)

### Solution - 1236. Web Crawler





https://leetcode.com/problems/web-crawler

### **Solution**

- This is a graph problem framed as an object
- Both BFS and DFS are valid options
- Each url represent a node, and getUrls retrieve the neighbours
- Visit each node and add to the result if they have the same hostname

## Code - 1236. Web Crawler



https://leetcode.com/problems/web-crawler

Code (BFS) Time: O(n + m) Space: O(n + w) where n is the number of unique URLs, m the number of links (edges), w is the explicit queue

```
vector<string> crawl(string startUrl, HtmlParser htmlParser) {
    string hostname = getHostname(startUrl);
   queue<string> urls;
   unordered set<string> visited;
   vector<string> result;
   urls.push(startUrl);
   visited.insert(startUrl);
   result.push back(startUrl);
   while(!urls.empty()) {
        string url = urls.front();
       urls.pop();
       for (const auto& u : htmlParser.getUrls(url)) {
           // is it the same hostname?
           // have I already visited this one?
           if (visited.count(u)) continue;
           if (getHostname(u) != hostname) continue;
           urls.push(u);
           result.push back(u);
           visited.insert(u);
   return result;
```

```
string getHostname(const string& url) {
   int start = url.find("://") + 3;
   int end = url.find("/", start);
   return url.substr(start, end - start);
}
```

```
LeetCode
```

https://leetcode.com/problems/web-crawler

Code (DFS) Time: O(n + m) Space: O(n + h) where n is the number of unique URLs, m the number of links (edges), h is the recursive stack

```
string getHostname(const string& url) {
    int start = url.find("://") + 3;
    int end = url.find("/", start);
    return url.substr(start, end - start);
void dfs(const string& hostname, const string& url, HtmlParser& htmlParser,
unordered set<string>& visited, vector<string>& result) {
    if (visited.count(url)) return;
    result.push_back(url);
    visited.insert(url);
    for (const auto& u: htmlParser.getUrls(url)) {
        if (getHostname(u) == hostname) {
            dfs(hostname, u, htmlParser, visited, result);
vector<string> crawl(string startUrl, HtmlParser htmlParser) {
    string hostname = getHostname(startUrl);
    unordered set<string> visited;
    vector<string> result;
    dfs(hostname, startUrl, htmlParser, visited, result);
    return result;
```

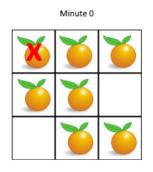


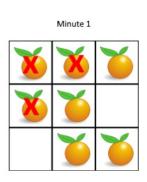


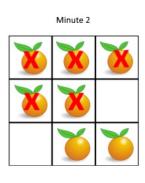
leetcode.com/problems/rotting-oranges

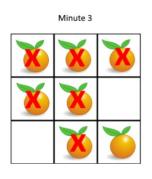
### **Problem**

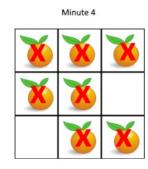
- You are given a m x n grid
- Each cell represents the following:
- 0 is an empty cell
- 1 is a fresh orange
- 2 is a rotten orange
- Every minute (snapshot), any fresh orange is contaminated by adjacent oranges
- Return the minimum number of minutes required for all fresh oranges to become rotten
- If it is impossible to rot all fresh oranges, return -1













leetcode.com/problems/rotting-oranges

### Solution

- This is another BFS problem: for each rotten orange, visit adjacent fresh oranges
- Start by finding all rotten oranges in the grid. No need to convert grid to adjacent list
- Initialize a queue<pair<int, int>> to perform the BFS. Add the rotten oranges to this queue
- Start the traversal while (!q.empty()) { ... }
- This part is important! you want to calculate the "minutes". So you have to first go over the current size of the queue and "process" all the elements, meaning, rot the adjacent fresh oranges
- Use directions vector to calculate the adjacent positions:
   const vector<pair<int, int>> directions = {{0, 1}, {0, -1}, {1, 0}, {-1, 0}};
- Keep track of the number of fresh oranges
- By the end, check if the number of fresh oranges is zero. If so, return minutes, or -1 otherwise.

# Code - 994. Rotting Oranges



leetcode.com/problems/rotting-oranges

#### Code Time: O(m \* n) Space: O(m \* n)

```
int orangesRotting(vector<vector<int>>& grid) {
    // go over the grid, find the rotten ones
    // count the number of fresh oranges
    // add to a queue
    // queue should contain the positions x,y
    int fresh = 0;
    // we'll increase the minutes before visiting
    int minutesElapsed = -1;
    queue<pair<int, int>> q;
    int m = grid.size();
    int n = grid[0].size();
    for (int row = 0; row < m; ++row) {
        for (int col = 0; col < n; ++col) {</pre>
            if (grid[row][col] == 1) ++fresh;
            if (grid[row][col] == 2) q.push({row, col});
    // no fresh oranges
    if (fresh == 0) return 0;
```

```
// at each minute: pop all the queue, visit the neighbours
// set a fresh one to rotten
// decrease the number of fresh
vector<pair<int, int>> directions = {{0,1},{0,-1},{1,0},{-1,0}};
while(!q.empty()) {
    int qSize = q.size();
   // at each minute, it rottens all oranges
   // therefore, fully consumes the queue
    minutesElapsed++;
    for (int i = 0; i < qSize; ++i) {
        auto [row, col] = q.front();
        q.pop();
       // visit neighbours, check boundaries
       // and if its not visited yet
        for (const auto& [dRow, dCol] : directions) {
            int nRow = row + dRow;
           int nCol = col + dCol;
            if (nRow >= 0 \& nCol >= 0 \& nRow < m \& nCol < n \& grid[nRow][nCol] == 1) {
                grid[nRow][nCol] = 2;
                fresh--;
                q.push({nRow, nCol});
// once you reach the end, count if rotten == fresh
return (fresh == 0) ? minutesElapsed : -1;
```

# **Backtracking**

## **Common pattern in backtracking**

- Useful for problems like: generating all permutations / combinations
- N-Queens
- Sudoku
- Letter combinations

```
void backtrack(/* problem-specific args */) {
    if (/* base case */) {
        // store result
        return;
    }

    for (/* each choice */) {
        // make choice
        state.push_back(choice);

        // explore further
        backtrack(/* updated args */);

        // undo choice (backtrack)
        state.pop_back();
    }
}
```

# **Problem – 46. Permutations**





leetcode.com/problems/permutations

## **Problem**

• You are given an array of numbers, **Example**:

```
nums = [1,2]
```

• Return all possible the permutations:

```
output = [[1,2], [2,1]]
```



leetcode.com/problems/permutations

### **Solution**

- Permutations problem can be solved using backtracking
- Create a function following the template:

```
backtrack(path, result, nums) {
  if path.size == nums.size()
      add to the result and return
    for i in nums
       continue if already used this i
       mark i as used
       add to the current path
       backtrack(...)
       mark i as unused
       remove from the current path
```

**LeetCode** 

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Code Time: O(n! \* n) Space: O(n) Time: there are n! permutations. Each permutation takes O(n) time to construct. Space: the path and used vector grow as n grows. n represents the size of nums

```
void backtrack(vector<int>& path, vector<int>& nums, vector<bool>& used, vector<vector<int>>& result) {
    if (path.size() == nums.size()) {
        result.push back(path);
        return;
    for (int i = 0; i < nums.size(); ++i) {</pre>
        if (used[i]) continue;
        used[i] = true;
       path.push back(nums[i]);
        backtrack(path, nums, used, result);
        path.pop back();
        used[i] = false;
vector<vector<int>> permute(vector<int>& nums) {
    vector<int> path;
    vector<vector<int>> result;
    vector<bool> used(nums.size(), false);
    backtrack(path, nums, used, result);
    return result;
```

# Problem – 17. Letter Combinations of a Phone Number





leetcode.com/problems/letter-combinations-of-a-phone-number

### **Problem**

- You are given a string digits containing numbers such as "2" or "234" etc
- Each digit correspond to a digit of a phone number
- The digits map to a group of characters from the phone. For example,  $2 \rightarrow$  "abc",  $3 \rightarrow$  "def" ...
- Return all possible letter combinations from the digits
- Example

Input: 23

Output: ["ad","ae","af","bd","be","bf","cd","ce","cf"]

2 maps to "abc" and 3 maps to "def", so generate all combinations



# Solution – 17. Letter Combinations of a Phone Number



```
E LeetCode
```

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### **Solution**

Map the keyboard to a vector of strings:

```
std::vector<string> = { "", "", "abc", "def", "ghi", "jkl", "mno", "pqrs", "tuv", "wxyz"}
First 2 characters are empty to map exactly the phone digit position
```

- Use backtracking to generate all combinations
- **Example**: digits "2" and "3" maps to "abc" and "def":

```
visit "a"
visit "d"
reached the end of the digits, add "ad"
backtrack to "a"
visit "e"
reached the end of the digits, add "ae"
```

# Problem – 17. Letter Combinations of a Phone Number

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leetcode.com/problems/letter-combinations-of-a-phone-number

```
Time: O(4^n) Space: O(n * 4^n) where n is the number of digits.
Code
For each digit, you have to generate a combination of max 4 characters (the maximum phone digits, for example, 7 represents "pgrs")
void backtrack(vector<string>& result, string& current,
              const vector<string>& phone, string& digits, int index) {
    if (index == digits.size()) {
        result.push back(current);
        return;
    // retrieve current digit
    char currentDigit = digits[index];
    // retrieve chars from that digit
    string chars = phone[currentDigit - '0'];
    // go over each char to backtrack
    for (const char& c : chars) {
        current.push back(c);
        backtrack(result, current, phone, digits, index + 1);
        current.pop back();
vector<string> letterCombinations(string digits) {
    if (digits.empty()) return {};
    const vector<string> phone = {
        "", "", "abc", "def", "ghi",
        "jkl", "mno", "pqrs", "tuv", "wxyz"
    };
    vector<string> result;
    string current;
    backtrack(result, current, phone, digits, 0);
    return result;
```