

**INTERVAL**

greedy strategy: sort by the end time

Because ending earlier gives **more room** for future intervals. It's a classic greedy trick: choose the interval that **frees up time** as quickly as possible.

# Problem – 57. Insert Interval

Medium



LeetCode

[leetcode.com/problems/insert-interval](https://leetcode.com/problems/insert-interval)

## Problem Statement

- You are given an array of **intervals**, where **intervals[i] = [start<sub>i</sub>, end<sub>i</sub>]** and **newInterval = [start, end]**
- **newInterval** must be inserted into **intervals**
- Overlapping intervals must be merged
- Example

**intervals** = [[1,2],[3,5],[6,7],[8,10],[12,16]] **newInterval** = [4,8]

**Output:** [[1,2],[3,10],[12,16]]

# Solution – 57. Insert Interval

Medium



LeetCode

[leetcode.com/problems/insert-interval](https://leetcode.com/problems/insert-interval)

## Solution

- Sort intervals by the first element (start)
- Initialize **result**
- Solve in three loops:
  1. While there is no overlap with **newInterval**, add to **intervals[i]** to **result**
  2. While it overlaps, merge **newInterval**
  3. While until the end intervals and add the remaining **intervals[i]**

# Code – 57. Insert Interval

Medium



LeetCode

[leetcode.com/problems/insert-interval](https://leetcode.com/problems/insert-interval)

**Code** Time:  $O(n)$  Space:  $O(n)$  where  $n$  is the size of intervals

```
vector<vector<int>> insert(vector<vector<int>>& intervals, vector<int>& newInterval) {
    vector<vector<int>> result;
    int tupleIndex = 0;
    int totalTuples = intervals.size();
    // 1. check if it overlaps
    // 1 ----- 2
    //           4 ----- 8
    while (tupleIndex < totalTuples && intervals[tupleIndex][1] < newInterval[0]) {
        result.push_back(intervals[tupleIndex]);
        ++tupleIndex;
    }

    // 2. merge overlap. We already know there is an overlap here,
    // otherwise it should be sorted out in the previous step
    // 3 ---- 5
    //      4 ----- 8
    while (tupleIndex < totalTuples && intervals[tupleIndex][0] <= newInterval[1]) {
        newInterval[0] = min(newInterval[0], intervals[tupleIndex][0]);
        newInterval[1] = max(newInterval[1], intervals[tupleIndex][1]);
        ++tupleIndex;
    }
    result.push_back(newInterval);

    // 3. add remaining parts
    while (tupleIndex < totalTuples) {
        result.push_back(intervals[tupleIndex]);
        ++tupleIndex;
    }
    return result;
}
```

# Problem – 56. Merge Intervals

Medium



LeetCode

[leetcode.com/problems/merge-intervals](https://leetcode.com/problems/merge-intervals)

## Problem Statement

- ...

# Solution – 56. Merge Intervals

Medium



LeetCode

[leetcode.com/problems/merge-intervals](https://leetcode.com/problems/merge-intervals)

## Solution

- ...

# Code – 56. Merge Intervals

Medium



LeetCode

[leetcode.com/problems/merge-intervals](https://leetcode.com/problems/merge-intervals)

**Code** Time:  $O(n)$  Space:  $O(n)$

■ ...



# Problem – 435. Non-overlapping Intervals

Medium



LeetCode

[leetcode.com/problems/non-overlapping-intervals](https://leetcode.com/problems/non-overlapping-intervals)

## Problem Statement

- ...

# Solution – 435. Non-overlapping Intervals

Medium



LeetCode

[leetcode.com/problems/non-overlapping-intervals](https://leetcode.com/problems/non-overlapping-intervals)

## Solution

- ...

# Code – 435. Non-overlapping Intervals

Medium



LeetCode

[leetcode.com/problems/non-overlapping-intervals](https://leetcode.com/problems/non-overlapping-intervals)

**Code** Time:  $O(n)$  Space:  $O(n)$

■ ...