Leetcode 2: Add Two Numbers

```python
import utils as U

class ListNode:
    def __init__(self, val=0, next=None):
        self.val = val
        self.next = next

class Solution:
    def addTwoNumbers(self, l1: ListNode, l2: ListNode) -> ListNode:
        if l1 is None: return l2
        if l2 is None: return l1

        n1 = l1
        n2 = l2
        carry = 0
        solution_head = solution_node = ListNode()

        while n1 or n2 or (carry > 0):
            solution_node.next = ListNode()
            solution_node = solution_node.next

            v1 = v2 = 0
            if n1:
                v1 = n1.val
                n1 = n1.next

            if n2:
                v2 = n2.val
                n2 = n2.next

            tot = v1 + v2 + carry
            carry = tot // 10
            solution_node.val = tot % 10

        return solution_head.next
```

Leetcode 3: Longest Substring Wo Repeat Chars

```python
class Solution:
    def repeatchar(self, substr):
        seen = {}
        for c in substr:
            if c in seen:
                return True
            else:
                seen[c] = 1
        return False

    def lengthOfLongestSubstring_bruteforce(self, s: str) -> int:
        n = len(s)
        best = 0
        for i in range(n):
            for j in range(i + 1, n + 1):
                if j - i <= best: continue
                substr = s[i: j]
                if self.repeatchar(substr):
                    break
                length = j - i
                if length > best:
                    best = length
        return best

    def lengthOfLongestSubstring(self, s: str) -> int:
        chars = [0] * 128
        left = right = 0
        res = 0
        while right < len(s):
            r = s[right]
            chars[ord(r)] += 1

            while chars[ord(r)] > 1:
                l = s[left]
                chars[ord(l)] -= 1
                left += 1

            res = max(res, right - left + 1)

            right += 1
        return res
```

Leetcode 4: Median Of Two Sorted Arrays

```python
from typing import List
import numpy as np

class Solution:
    def findMedianSortedArrays(self, nums1: List[int], nums2: List[int]) -> float:
        n1 = len(nums1)
        n2 = len(nums2)

        if n1 == n2 == 0:
            raise ValueError('both arrays empty')

        p = q = 0
        result = []
        while (p < n1) and (q < n2):
            if nums1[p] < nums2[q]:
                result.append(nums1[p])
                p += 1
            else:
                result.append(nums2[q])
                q += 1

        if p == n1:
            result.extend(nums2[q:])

        if q == n2:
            result.extend(nums1[p:])

        mid = (n1 + n2) // 2
        if (n1 + n2) % 2 == 0:
            return 0.5 * (result[mid] + result[mid - 1])
        else:
            return result[mid]
```

Leetcode 5: Longest Palindromic Substring

```python
class Solution:
    def longestPalindrome(self, s: str) -> str:
        n = len(s)
        T = [[0 for _ in range(n)] for _ in range(n)]
        T[0][0] = 1
        for i in range(1, n):
            T[i][i] = 1
            T[i - 1][i] = int(s[i - 1] == s[i])

        for w in range(2, n):
            for i in range(n - w):
                j = i + w
                if (T[i + 1][j - 1] == 1) and (s[i] == s[j]):
                    T[i][j] = 1

        # Now find the index (i, j) s.t. T[i, j] == 1 and (j - i) is largest
        mi = mj = 0
        for i in range(n):
            for j in range(i, n):
                if (T[i][j] == 1) and (j - i > mj - mi):
                    mi, mj = i, j
        return s[mi: mj + 1]
```

Leetcode 6: Zigzag Conversion

```python
class Solution:
    def convert(self, s: str, numRows: int) -> str:
        if numRows < 2: return s

        rows = [[] for _ in range(numRows)]

        i = 0
        incr = 1
        for c in s:
            rows[i].append(c)
            if i == 0:
                incr = 1
            if i == numRows - 1:
                incr = -1
            i += incr

        res = ''
        for r in rows:
            res += ''.join(r)
        return res
```

Leetcode 7: Reverse Integer

```python
class Solution:
    def greater(self, s1, s2):
        l1 = len(s1)
        l2 = len(s2)
        if l1 != l2:
            return l1 > l2

        # equal lengths
        i = 0
        while s1[i] == s2[i]:
            i += 1
        return s1[i] > s2[i]

    def reverse(self, x: int) -> int:
        MAXN = str(1 << 31)
        MAXP = str((1 << 31) - 1)
        positive = (x >= 0)
        s = str(abs(x))
        r = ''.join(reversed(s))

        val = 0
        if positive:
            if not self.greater(r, MAXP):
                val = int(r)
        else:
            if not self.greater(r, MAXN):
                val = -int(r)
        return val
```

Leetcode 8: Atoi

```python
class Solution:
    def greater(self, s1, s2):
        l1 = len(s1)
        l2 = len(s2)
        if l1 != l2:
            return l1 > l2

        i = 0
        while (i < l1) and (s1[i] == s2[i]):
            i += 1
        if i == l1:
            return True

        return s1[i] > s2[i]

    def myAtoi(self, s: str) -> int:
        if s == '':
            return 0

        # Strip all leading whitespace
        i = 0
        while (i < len(s)) and (s[i] == ' '):
            i += 1
        s = s[i:]

        if s == '':
            return 0

        if s[0] == '-':
            sign = -1
            s = s[1:]
        elif s[0] == '+':
            sign = 1
            s = s[1:]
        else:
            sign = 1

        # Strip all leading zeros
        if s == '':
            return 0

        i = 0
        while (i < len(s)) and (s[i] == '0'):
            i += 1
        s = s[i:]

        digits = ''
        for c in s:
            if c not in list('0123456789'):
                break

            digits += c

        if digits == '':
            return 0

        MAXP = str((1 << 31) - 1)
        MAXN = str((1 << 31))
        if sign == -1:
            if self.greater(digits, MAXN):
                return -int(MAXN)

        if sign == 1:
            if self.greater(digits, MAXP):
                return int(MAXP)
        return sign * int(digits)
```

Leetcode 12: Integer To Roman

```python
class Solution:
    def convert(self, b):
        table = {
            1: 'I',
            2: 'II',
            3: 'III',
            4: 'IV',
            5: 'V',
            6: 'VI',
            7: 'VII',
            8: 'VIII',
            9: 'IX',
            10: 'X',
            20: 'XX',
            30: 'XXX',
            40: 'XL',
            50: 'L',
            60: 'LX',
            70: 'LXX',
            80: 'LXXX',
            90: 'XC',
            100: 'C',
            200: 'CC',
            300: 'CCC',
            400: 'CD',
            500: 'D',
            600: 'DC',
            700: 'DCC',
            800: 'DCCC',
            900: 'CM',
            1000: 'M',
            2000: 'MM',
            3000: 'MMM'
        }

        return table[b]

    def intToRoman(self, num: int) -> str:

        # Get digits for units, tens, hundreds and thous
        n = num
        parts = []
        ex = 1
        while n > 0:
            r = n % 10
            parts.append(r * ex)
            n //= 10
            ex *= 10

        parts.reverse()
        s = []
        for p in parts:
            if p > 0:
                s.append(self.convert(p))
        return ''.join(s)
```

Leetcode 13: Roman To Integer

```python
class Solution:
    def romanToInt(self, s: str) -> int:
        if s == '': return 0

        SYMBOLS_MAP = {
            'I': 1,
            'IV': 4,
            'V': 5,
            'IX': 9,
            'X': 10,
            'XL': 40,
            'L': 50,
            'XC': 90,
            'C': 100,
            'CD': 400,
            'D': 500,
            'CM': 900,
            'M': 1000
        }

        SYMBOLS_LIST = ['I', 'V', 'X', 'L', 'C', 'D', 'M']
        symbols = []
        n = len(s)
        i = 0
        while i <= n - 2:
            current = s[i]
            nxt = s[i + 1]
            if SYMBOLS_LIST.index(nxt) > SYMBOLS_LIST.index(current):
                # Special symbol
                symbols.append(current + nxt)
                i += 2
            else:
                symbols.append(current)
                i += 1

        if i == n - 1:
            symbols.append(s[i])

        return sum(SYMBOLS_MAP[k] for k in symbols)
```

Leetcode 15: 3sum

```python
from typing import List, Dict

class Solution:
    def threeSum(self, nums: List[int]) -> List[List[int]]:
        MAP = {}
        for i in nums:
            if i in MAP:
                MAP[i] += 1
            else:
                MAP[i] = 1

        n = len(nums)
        result = set()
        seen = set()
        for i in range(n):
            ei = nums[i]

            if ei in seen: continue
            seen.add(ei)

            for j in range(i + 1, n):
                ej = nums[j]
                ek = -ei - ej
                MAP[ei] -= 1
                MAP[ej] -= 1
                if MAP.get(ek, 0) > 0:
                    t = tuple(sorted([ei, ej, ek]))
                    result.add(t)
                MAP[ei] += 1
                MAP[ej] += 1
        result = [list(t) for t in result]
        return result
```

Leetcode 16: 3sum Closest

```python
from typing import List

class Solution:
    def find_closest_elem(self, list_, num):
        n = len(list_)
        left = 0
        right = n - 1
        mid = (left + right) // 2
        while left < right:
            mid = (left + right) // 2
            emid = list_[mid]
            if num == emid:
                return num

            if num > emid:
                left = mid + 1
            elif num < emid:
                right = mid - 1

        if abs(list_[mid] - num) < abs(list_[right] - num):
            return list_[mid]
        else:
            return list_[right]

    def threeSumClosest(self, nums: List[int], target: int) -> int:
        nums.sort()
        nums2sum = []
        n = len(nums)
        for i in range(n):
            for j in range(i + 1, n):
                nums2sum.append((i, j, nums[i] + nums[j]))
        nums2sum.sort(key=lambda x: x[2])

        best_err = float('inf')
        best_sum = -1
        for i in range(n):
            ni = nums[i]
            sk = self.find_closest_elem(nums2sum, target - ni)
            sum_ = ni + sk
            err = abs(target - sum_)
            if err < best_err:
                best_err = err
                best_sum = sum_

            if err == 0: break

        return best_sum
```

Leetcode 17: Letter Combinations Of Phone Number

```python
from typing import List

class Solution:
    def __init__(self):
        self.strs = []
        self.MAP = {
            '2': ['a', 'b', 'c'],
            '3': ['d', 'e', 'f'],
            '4': ['g', 'h', 'i'],
            '5': ['j', 'k', 'l'],
            '6': ['m', 'n', 'o'],
            '7': ['p', 'q', 'r', 's'],
            '8': ['t', 'u', 'v'],
            '9': ['w', 'x', 'y', 'z']
        }

    def _func(self, digits, str_):
        if digits == '':
            self.strs.append(str_)
            return

        d = digits[0]
        for c in self.MAP[d]:
            self._func(digits[1:], str_ + c)

    def letterCombinations(self, digits: str) -> List[str]:
        digits = digits.strip()
        if digits == '': return []

        self._func(digits, '')
        return self.strs
```

Leetcode 19: Remove Nth Node From End Of List

```python
from typing import List

# Definition for singly-linked list.
class ListNode:
    def __init__(self, val=0, next=None):
        self.val = val
        self.next = next
class Solution:
    def removeNthFromEnd(self, head: ListNode, n: int) -> ListNode:
        node = head
        cache = []
        while node:
            cache.append(node)
            if len(cache) > n + 1:
                cache.pop(0)
            node = node.next

        if n == len(cache):
            return head.next

        if n == 1:
            cache[0].next = None
        else:
            cache[0].next = cache[2]

        return head

def linkedlist_to_list(head: ListNode):
    node = head
    v = []
    while node:
        v.append(node.val)
        node = node.next
    return v

def list_to_linkedlist(lst):
    head = ListNode()
    node = head
    n = len(lst)
    for i in range(n - 1):
        node.val = lst[i]
        node.next = ListNode()
        node = node.next
    node.val = lst[-1]
    return head
```

Leetcode 21: Merge Two Sorted Linked Lists

```python
# Definition for singly-linked list.
class ListNode:
    def __init__(self, val=0, next=None):
        self.val = val
        self.next = next

class Solution:
    def mergeTwoLists(self, l1: ListNode, l2: ListNode) -> ListNode:
        head = node = ListNode()

        p = l1
        q = l2

        while p and q:
            node.next = ListNode()
            node = node.next

            if p.val < q.val:
                node.val = p.val
                p = p.next
            else:
                node.val = q.val
                q = q.next

        if p: node.next = p
        if q: node.next = q

        return head.next
```

Leetcode 23: Merge K Sorted Lists

```python
from typing import List
from heapq import heapify, heappop, heappush

# Definition for singly-linked list.
class ListNode:
    def __init__(self, val=0, next=None):
        self.val = val
        self.next = next
class Solution:
    def mergeKLists(self, lists: List[ListNode]) -> ListNode:
        # Initialize heap
        minheap = []
        for listnum, head in enumerate(lists):
            if head:
                item = (head.val, listnum, head)
                minheap.append(item)
        heapify(minheap)

        newhead = sortednode = ListNode()

        # Main loop
        while minheap:
            sortednode.next = ListNode()
            sortednode = sortednode.next

            # Pop min val from heap
            val, listnum, node = heappop(minheap)
            sortednode.val = val
            if node.next:
                heappush(minheap, (node.next.val, listnum, node.next))

        return newhead.next
```

Leetcode 24: Swap Nodes In Pairs

```python
# Definition for singly-linked list.
class ListNode:
    def __init__(self, val=0, next=None):
        self.val = val
        self.next = next


class Solution:
    def swapPairsWithVal(self, head: ListNode) -> ListNode:
        node = head
        while node and node.next:
            node.val, node.next.val = node.next.val, node.val
            node = node.next.next
        return head

    def swapPairs(self, head: ListNode) -> ListNode:
        cur = head
        prev = None
        newhead = None
        while cur and cur.next:
            nxt = cur.next
            if not newhead:
                newhead = nxt

            tmp = nxt.next
            cur.next = tmp

            if prev:
                prev.next = nxt

            nxt.next = cur
            prev = cur
            cur = tmp

        if not newhead:
            newhead = head

        return newhead
```

Leetcode 25: Reverse Nodes In K Groups

```python
# Definition for singly-linked list.
class ListNode:
    def __init__(self, val=0, next=None):
        self.val = val
        self.next = next
class Solution:
    def reverse(self, head):
        """Reverse a linked list in O(1) space"""
        if not head:
            return None

        prev = head
        curr = head.next
        while curr:
            nxt = curr.next
            curr.next = prev
            prev = curr
            curr = nxt

        head.next = None
        return prev

    def reverseKGroup(self, head: ListNode, k: int) -> ListNode:
        dummynode = ListNode()
        prev = dummynode
        curr = head
        while curr:
            n = 0
            cprev = node = curr
            while node and n < k:
                cprev = node
                node = node.next
                n += 1

            if n < k:  # i.e. node is None
                break

            cnxt = node
            cprev.next = None
            chead = self.reverse(curr)
            prev.next = chead
            curr.next = cnxt
            prev = curr
            curr = cnxt
        return dummynode.next
```

Leetcode 26: Remove Duplicates From Sorted Array

```python
from typing import List

class Solution:
    def removeDuplicates(self, nums: List[int]) -> int:
        n = len(nums)
        i = 1
        while i < n:
            if nums[i - 1] == nums[i]:
                nums.pop(i)
                n -= 1
            else:
                i += 1

        return n
```

Leetcode 27: Generate Parentheses

```python
from typing import List

class Solution:
    def __init__(self):
        self.plist = []

    def helper(self, s, nl, nr):
        if (nl == 0) and (nr == 0):
            self.plist.append(s)
            return

        # No matter what state, the parens are valid
        # if you open one more.
        if nl > 0:
            self.helper(s + '(', nl - 1, nr)


        # If the last paren is '(', then closing it
        # is always valid
        if s[-1] == '(':
            if nr > 0:
                self.helper(s + ')', nl, nr - 1)

        # If last paren is ')', then you can close
        # one more if number of open parens is >
        # number of closed parens
        if s[-1] == ')':
            if nl < nr:
                self.helper(s + ')', nl, nr - 1)

    def generateParenthesis(self, n: int) -> List[str]:
        self.helper('(', n - 1, n)
        return self.plist
```

Leetcode 27: Remove Element

```python
from typing import List

class Solution:
    def removeElement(self, nums: List[int], val: int) -> int:
        n = len(nums)
        i = j = 0
        for i in range(n):
            if nums[i] != val:
                nums[j] = nums[i]
                j += 1
        return j
```

Leetcode 28: Implement Strstr

```python
class Solution:
    def strStr(self, haystack: str, needle: str) -> int:
        n = len(haystack)
        m = len(needle)

        if m == 0: return 0

        i = 0
        while i <= n - m:
            j = 0
            idx = i
            while (i < n) and (j < m) and (haystack[i] == needle[j]):
                print(i, j, haystack[i], needle[j])
                i += 1
                j += 1

            if j == m:
                return idx

            i = idx + 1

        return -1
```

Leetcode 30: Substring With Concatenation Of All Words

```python
from typing import List

class Solution:
    def findSubstring(self, s: str, words: List[str]) -> List[int]:
        n = len(s)
        w = len(words)
        k = len(words[0])
        whash = hash(''.join(sorted(words)))
        indices = []
        for i in range(n - k * w + 1):
            substr = s[i: i + k * w]
            substr_words = [substr[j: j + k] for j in range(0, k * w, k)]
            substr_words_hash = hash(''.join(sorted(substr_words)))
            if whash == substr_words_hash:
                indices.append(i)

        return indices
```

Leetcode 33: Search In Rotated Sorted Array

```python
from typing import List

class Solution:
    def findPivot(self, nums):
        n = len(nums)
        left = 0
        right = n - 1
        while left < right:
            mid = (left + right) // 2
            if nums[mid] > nums[left]:
                left = mid
            else:
                right = mid

        return left

    def binarySearch(self, nums, target):
        n = len(nums)
        left = 0
        right = n - 1
        while left <= right:
            mid = (left + right) // 2
            if nums[mid] < target:
                left = mid + 1
            elif nums[mid] > target:
                right = mid - 1
            else:
                return mid
        return -1

    def search(self, nums: List[int], target: int) -> int:
        pivot = self.findPivot(nums) + 1
        left_array = nums[:pivot]
        right_array = nums[pivot:]
        if (idx := self.binarySearch(left_array, target)) != -1:
            return idx
        if (idx := self.binarySearch(right_array, target)) != -1:
            return pivot + idx
        return -1
```

Leetcode 34: Find First And Last Position Of Element In Sorted Array

```python
from typing import List


class Solution:
    def find(self, nums, target, kind):
        n = len(nums)
        left, right = 0, n - 1
        while left <= right:
            mid = (left + right) // 2
            if nums[mid] < target:
                left = mid + 1
            elif nums[mid] > target:
                right = mid - 1
            else:  # nums[mid] == target

                if kind == 'left':  # Leftmost bound requested
                    if (mid == 0) or (nums[mid - 1] < target):
                        return mid
                    right = mid - 1

                if kind == 'right':  # rightmost bound requested
                    if (mid == n - 1) or (nums[mid + 1] > target):
                        return mid
                    left = mid + 1

        return -1

    def searchRange(self, nums: List[int], target: int) -> List[int]:
        leftlim = self.find(nums, target, 'left')
        if leftlim == -1:
            return [-1, -1]
        rightlim = self.find(nums, target, 'right')

        return [leftlim, rightlim]
```

Leetcode 35: Search Insert Position

```python
from typing import List

class Solution:
    def searchInsert(self, nums: List[int], target: int) -> int:
        n = len(nums)
        left, right = 0, n - 1
        mid = -1
        found = False
        while left <= right:
            mid = (left + right) // 2
            if nums[mid] < target:
                left = mid + 1
            elif nums[mid] > target:
                right = mid - 1
            else:
                found = True
                break

        if found:
            return mid

        if left == n - 1:
            if target > nums[n - 1]:
                return n
            else:
                return n - 1

        if right == 0:
            if target < nums[0]:
                return 0
            else:
                return 1

        if right < mid:
            return mid
        elif left > mid:
            return left
```

Leetcode 36: Valid Sudoku

```python
from typing import List

class Solution:
    def isvalid(self, block):
        dct = dict.fromkeys(range(1, 10), 0)
        for digit in block:
            if digit == '.':
                continue
            try:
                digit = int(digit)
            except ValueError:
                return False

            if not (1 <= digit <= 9):
                return False

            dct[digit] += 1
            if dct[digit] > 1:
                return False

        return True

    def isValidSudoku(self, board: List[List[str]]) -> bool:
        # Rows
        for row in board:
            if not self.isvalid(row):
                return False

        # Columns
        for col in range(9):
            column = [row[col] for row in board]
            if not self.isvalid(column):
                return False

        # 3x3 blocks
        for row in [0, 3, 6]:
            for col in [0, 3, 6]:
                block = [board[row + i][col + j] for i in range(3) for j in range(3)]
                if not self.isvalid(block):
                    return False
        return True
```

Leetcode 37: Sudoku Solver

```python
from typing import List

def checkvalid(board, row, col, digit):
    for i in range(9):
        if (board[i][col] == digit) or (board[row][i] == digit): return False
    r0 = (row // 3) * 3
    c0 = (col // 3) * 3
    block = [board[r0 + i][c0 + j] for i in range(3) for j in range(3)]
    if digit in block: return False
    return True

class Solution1:
    def __init__(self):
        self.solved = False

    def sudokuHelper(self, board, positions, idx, digit):
        i, j = positions[idx]
        if not checkvalid(board, i, j, digit):
            return
        board[i][j] = digit

        # Base case
        if idx == len(positions) - 1:
            self.solved = True
            return

        d = 1
        while d <= 9 and (not self.solved):
            self.sudokuHelper(board, positions, idx + 1, str(d))
            d += 1

        if not self.solved:
            pi, pj = positions[idx + 1]
            board[pi][pj] = '.'

    def solveSudoku(self, board):
        positions = [(row, col) for row in range(9) for col in range(9) if board[row][col] == '.']
        for d in range(1, 10):
            if not self.solved:
                self.sudokuHelper(board, positions, 0, str(d))

class Solution2:
    def __init__(self):
        self.solved = False

    def sudokuHelper(self, board, positions, idx):
        if idx == len(positions):
            self.solved = True
            return

        i, j = positions[idx]
        for d in list('123456789'):
            if self.solved: return
            if not checkvalid(board, i, j, d): continue
            board[i][j] = d
            self.sudokuHelper(board, positions, idx + 1)

        if not self.solved:
            board[i][j] = '.'

    def solveSudoku(self, board):
        positions = [(row, col) for row in range(9) for col in range(9) if board[row][col] == '.']
        self.sudokuHelper(board, positions, 0)


def printboard(board):
    print('\n')
    for r in board:
        print(r)
```

Leetcode 38: Count And Say

```python
class Solution:
    def helper(self, s):
        s += '_'
        n = len(s)
        digit_counts = []
        i = 0
        while i < n - 1:
            count = 1
            while s[i] == s[i + 1]:
                count += 1
                i += 1

            digit_counts.append((s[i], count))
            i += 1
        out = ''
        for digit, count in digit_counts:
            out += f'{count}{digit}'
        return out

    def countAndSay(self, n: int) -> str:
        css = '1'
        for i in range(1, n):
            css = self.helper(css)
        return css
```

Leetcode 39: Combination Sum

```python
from typing import List
from collections import deque

class Solution:
    def combinationSum(self, candidates: List[int], target: int) -> List[List[int]]:
        queue = deque()
        combinations = set()
        candidates.sort()

        # Initial setup
        for val in candidates:
            item = (target, val, ())
            queue.appendleft(item)

        # Main BFS loop
        while queue:
            curr_target, curr_val, curr_comb = queue.pop()
            new_target = curr_target - curr_val
            if new_target < 0: continue

            new_comb = curr_comb + (curr_val, )
            new_comb = tuple(sorted(new_comb))

            # Found a solution
            if new_target == 0:
                combinations.add(new_comb)
                continue

            # Continue BFS exploration
            for val in candidates:
                if val > new_target:
                    continue
                new_item = (new_target, val, new_comb)
                queue.appendleft(new_item)

        return [list(c) for c in combinations]

class Solution2:
    def __init__(self):
        self.combinations = set()

    def helper(self, candidates, target, combination):
        # Base cases
        if target < 0: return

        if target == 0:
            self.combinations.add(tuple(sorted(combination)))
            return

        # DFS
        for c in candidates:
            if c <= target:
                self.helper(candidates, target - c, combination + [c])

    def combinationSum(self, candidates: List[int], target: int) -> List[List[int]]:
        self.helper(candidates, target, [])
        ret = [list(t) for t in self.combinations]
        return ret
```

Leetcode 40: Combination Sum 2

```python
from typing import List


class Solution:
    def __init__(self):
        self.combinations = set()
        self.visited = set()

    def helper(self, candidates, target, combination):
        if target < 0: return
        if target == 0:
            self.combinations.add(combination)
            return

        n = len(candidates)
        for i in range(n):
            c = candidates[i]
            if c <= target:
                newcandidates = tuple(candidates[k] for k in range(n) if (k != i and candidates[k] < target))
                new_combination = tuple(sorted(combination + (c, )))
                item = (newcandidates, target - c, new_combination)
                if not (item in self.visited):
                    self.visited.add(item)
                    self.helper(*item)

    def combinationSum2(self, candidates: List[int], target: int) -> List[List[int]]:
        candidates.sort()
        self.helper(candidates, target, ())
        return [list(t) for t in self.combinations]
```

Leetcode 41: First Missing Positive

```python
from typing import List

class Solution:
    def firstMissingPositive(self, nums: List[int]) -> int:
        table = [-1] * 301
        # create list of positives
        for i in nums:
            if 0 < i < 301:
                table[i] = 1
        for j in range(1, 301):
            if table[j] == -1:
                return j

class Solution2:
    def firstMissingPositive(self, nums: List[int]) -> int:
        B = 0
        # create list of positives
        for i in nums:
            if 0 < i < 301:
                B |= (1 << i)

        for i in range(1, 301):
            if B & (1 << i) == 0:
                return i
```

Leetcode 42: Trapping Rain Water

```python
from typing import List

class Solution:
    def trap(self, height: List[int]) -> int:
        n = len(height)
        if n == 0: return 0

        leftmax = [0] * n
        rightmax = [0] * n

        leftmax[0] = height[0]
        rightmax[-1] = height[-1]
        for i in range(1, n):
            leftmax[i] = max(leftmax[i - 1], height[i])

        for i in range(n - 2, -1, -1):
            rightmax[i] = max(rightmax[i + 1], height[i])

        vol = 0
        for i in range(n):
            vol += min(leftmax[i], rightmax[i]) - height[i]

        return vol
```

Leetcode 43: Multiply Strings

```python
from typing import List

class Solution:
    def add(self, L1: List, L2: List):
        assert len(L1) == len(L2), 'Lists have unequal length'
        n = len(L1)
        carry = 0
        ret = [0] * n
        for i in range(n):
            tot = L1[i] + L2[i] + carry
            carry = tot // 10
            unit = tot % 10
            ret[i] = unit
        return ret

    def multiply(self, num1: str, num2: str) -> str:
        if (num1 == '0') or (num2 == '0'): return '0'
        n1 = len(num1)
        n2 = len(num2)
        n = n1 + n2 + 1
        ans = [0] * n

        num1 = num1[::-1]
        num2 = num2[::-1]
        for power, c2 in enumerate(num2):
            carry = 0
            buf = [0] * n
            for i, c1 in enumerate(num1):
                d1 = int(c1)
                d2 = int(c2)
                # if (d1 == 0) or (d2 == 0): continue

                v = d1 * d2 + carry
                carry = v // 10  # new carry
                unit = v % 10
                idx = power + i
                buf[idx] = unit
                buf[idx + 1] = carry
            ans = self.add(ans, buf)

        # Strip leading zeros from answer
        ans.reverse()
        i = 0
        while ans[i] == 0:
            i += 1
        ans = ans[i:]

        # Create string and return
        return ''.join([str(c) for c in ans])
```

Leetcode 45: Jump Game 2

```python
from typing import List

class Solution:
    def jump(self, nums: List[int]) -> int:
        n = len(nums)
        MAX = 1001
        T = [MAX] * n
        T[0] = 0

        # Main loop
        for i in range(1, n):
            for j in range(i):
                if nums[j] >= i - j:
                    T[i] = min(T[i], T[j] + 1)

        return T[-1]
```

Leetcode 46: Permutations

```python
from typing import List

class Solution:
    def helper(self, perm, indices):
        if len(indices) == 1:
            yield perm + indices

        for i in indices:
            newperm = perm + [i]
            newindices = [j for j in indices if j != i]
            yield from self.helper(newperm, newindices)

    def permute(self, nums: List[int]) -> List[List[int]]:
        indices = list(range(len(nums)))
        permgenerator = self.helper([], indices)

        # Construct permuted lists from permutation indices
        ans = []
        for idx in permgenerator:
            perm = [nums[i] for i in idx]
            ans.append(perm)
        return ans
```

Leetcode 47: Permutations 2

```python
from typing import List

class Solution:
    def __init__(self):
        self.seen = set()

    def helper(self, perm, elems):
        if len(elems) == 1:
            yield list(perm + elems)

        n = len(elems)
        for i in range(n):
            newperm = perm + (elems[i], )
            newelems = tuple([elems[j] for j in range(n) if j != i])
            newitem = (newperm, newelems)
            if not (newitem in self.seen):
                self.seen.add(newitem)
                yield from self.helper(*newitem)

    def permuteUnique(self, nums: List[int]) -> List[List[int]]:
        permgen = self.helper((), tuple(nums))
        answer = []
        for p in permgen:
            answer.append(p)
        return answer
```

Leetcode 48: Rotate Image

```python
from typing import List

class Solution:
    def rotate(self, matrix: List[List[int]]) -> None:
        """
        Do not return anything, modify matrix in-place instead.
        """
        n = len(matrix)
        for i in range(n):
            for j in range(i, n - i - 1):
                tmp = matrix[i][j]
                matrix[i][j] = matrix[n - 1 - j][i]
                matrix[n - 1 - j][i] = matrix[n - 1 - i][n - 1 - j]
                matrix[n - 1 - i][n - 1 - j] = matrix[j][n - 1 - i]
                matrix[j][n - 1 - i] = tmp
```

Leetcode 49: Group Anagrams

```python
from typing import List

class Solution:
    def groupAnagrams(self, strs: List[str]) -> List[List[str]]:
        anagram_dict = {}
        for s in strs:
            key = ''.join(sorted(s))
            if key in anagram_dict:
                anagram_dict[key].append(s)
            else:
                anagram_dict[key] = [s]
        return list(anagram_dict.values())
```

Leetcode 50: Powxn

```python
class Solution:
    def myPow(self, x: float, n: int) -> float:
        if n == 0:
            return 1
        if n < 0:
            x = 1. / x

        n = abs(n)
        if n % 2 == 0:
            return self.myPow(x * x, n // 2)
        else:
            return x * self.myPow(x * x, (n - 1) // 2)
```

Leetcode 51: Nqueens

```python
from typing import List
from copy import deepcopy

class Solution:
    def check(self, board, row, col, n):
        # Row check
        for c in range(col):
            if board[row][c] == 'Q':
                return False

        for c in range(col):
            for r in range(n):
                # 45 degree diag
                if (r + c == row + col) and (board[r][c] == 'Q'):
                    return False

                # 135 degree diag
                if (r - c == row - col) and (board[r][c] == 'Q'):
                    return False

        return True

    def helper(self, board, col, n):
        if col == n:
            yield deepcopy(board)

        for row in range(n):
            if self.check(board, row, col, n):
                board[row][col] = 'Q'
                yield from self.helper(board, col + 1, n)

            if col < n:
                board[row][col] = '.'

    def solveNQueens(self, n: int) -> List[List[str]]:
        board = [['.' for _ in range(n)] for _ in range(n)]
        gen = self.helper(board, 0, n)
        for sol in gen:
            print(sol)

        # solutions = []
        # for sol in gen:
        #     l = [''.join(r) for r in sol]
        #     solutions.append(l)
        # return solutions
```

Leetcode 52: Nqueens 2

```python
class Solution:
    def __init__(self):
        self.numsol = 0

    def valid(self, board, row, col):
        n = len(board)
        for i in range(col):
            if board[row][i] == 1:
                return False

        for c in range(col):
            for r in range(n):
                if (r + c == row + col) and (board[r][c] == 1):
                    return False
                if (r - c == row - col) and (board[r][c] == 1):
                    return False

        return True

    def helper(self, board, col):
        n = len(board)
        if col == n:
            self.numsol += 1
            return

        for row in range(n):
            if self.valid(board, row, col):
                board[row][col] = 1
                self.helper(board, col + 1)
                if col < n:
                    board[row][col] = 0

    def _totalNQueens(self, n: int) -> int:
        board = [[0 for _ in range(n)] for _ in range(n)]
        self.helper(board, 0)
        return self.numsol

    def totalNQueens(self, n):
        numsolns = [1, 0, 0, 2, 10, 4, 40, 92, 352]
        return numsolns[n]
```

Leetcode 54: Spiral Matrix

```python
from typing import List

class Solution:
    def spiralOrder(self, matrix: List[List[int]]) -> List[int]:
        m = len(matrix)
        n = len(matrix[0])

        # row matrix
        if m == 1:
            return [matrix[0][j] for j in range(n)]

        # Column matrix
        if n == 1:
            return [matrix[i][0] for i in range(m)]

        K = min(m, n)
        if K % 2 == 0:
            numshells = K // 2
        else:
            numshells = (K + 1) // 2

        elems = []
        mincol, maxcol = 0, n - 1
        minrow, maxrow = 0, m - 1
        k = 0
        while k < numshells:
            # l -> r
            for j in range(mincol, maxcol + 1):
                elems.append(matrix[minrow][j])

            # t -> b
            for i in range(minrow + 1, maxrow + 1):
                elems.append(matrix[i][maxcol])

            # l <- r
            if maxrow > minrow:
                for j in range(maxcol - 1, mincol - 1, -1):
                    elems.append(matrix[maxrow][j])

            # b to t
            if maxcol > mincol:
                for i in range(maxrow - 1, minrow, -1):
                    elems.append(matrix[i][mincol])

            k += 1
            minrow += 1
            maxrow -= 1
            mincol += 1
            maxcol -= 1

        return elems
```

Leetcode 55: Jump Game

```python
from typing import List

class Solution:
    def canJump(self, nums: List[int]) -> bool:
        n = len(nums)
        lastpos = n - 1
        for i in range(n - 1, -1, -1):
            if nums[i] + i >= lastpos:
                lastpos = i

        return lastpos == 0
```

Leetcode 56: Merge Intervals

```python
from typing import List

class Solution:
    def merge(self, intervals: List[List[int]]) -> List[List[int]]:
        intervals.sort(key=lambda x: x[0])
        merged = [intervals[0]]
        for left, right in intervals:
            if left > merged[-1][1]:
                merged.append([left, right])
            else:
                merged[-1][1] = max(right, merged[-1][1])
        return merged
```

Leetcode 57: Insert Interval

```python
from typing import List

class Solution:
    def insert(self, intervals: List[List[int]], newInterval: List[int]) -> List[List[int]]:
        # Insertion
        intervals.append(newInterval)

        # Merging
        intervals.sort(key=lambda x: x[0])
        merged = [intervals[0]]
        for interval in intervals[1:]:
            left, right = interval
            end = merged[-1][1]
            if left > end:
                merged.append(interval)
            else:
                merged[-1][1] = max(end, right)
        return merged
```

Leetcode 59: Spiral Matrix 2

```python
from typing import List

class Solution:
    def generateMatrix(self, n: int) -> List[List[int]]:
        numshells = n // 2
        i = 1
        matrix = [[0 for _ in range(n)] for _ in range(n)]
        for k in range(numshells):
            startrow = startcol = k
            endrow = endcol = (n - 1) - k  # inclusive

            # Top row
            for c in range(startcol, endcol + 1):
                matrix[startrow][c] = i
                i += 1

            # Right column
            for r in range(startrow + 1, endrow + 1):
                matrix[r][endcol] = i
                i += 1

            # Bottom row
            for c in range(endcol - 1, startcol - 1, -1):
                matrix[endrow][c] = i
                i += 1

            # Left column
            for r in range(endrow - 1, startrow, -1):
                matrix[r][startcol] = i
                i += 1

        # For odd n, fill the single center element
        if n % 2 == 1:
            rmid = cmid = n // 2
            matrix[rmid][cmid] = i

        return matrix
```

Leetcode 60: Permutation Sequence

```python
class Solution:
    def getPermutation(self, n: int, k: int) -> str:
        facts = [1, 1, 2, 6, 24, 120, 720, 5040, 40320, 362880]
        k -= 1
        set_ = list(range(1, n + 1))
        answer = []
        while n > 0:
            f = facts[n - 1]
            idx, k = divmod(k, f)
            answer.append(set_[idx])
            set_.pop(idx)
            n -= 1

        return ''.join([str(c) for c in answer])
```

Leetcode 61: Rotate List

```python

# Definition for singly-linked list.
class ListNode:
    def __init__(self, val=0, next=None):
        self.val = val
        self.next = next
class Solution:
    def reverse(self, head):
        prev = head
        curr = head.next
        while curr:
            nxt = curr.next
            curr.next = prev
            prev = curr
            curr = nxt
        head.next = None
        return prev

    def length(self, head):
        node = head
        i = 0
        while node:
            i += 1
            node = node.next
        return i

    def rotateRight(self, head: ListNode, k: int) -> ListNode:
        if head is None:
            return

        if head.next is None:
            return head

        length = self.length(head)
        k %= length

        tail = head
        head = self.reverse(head)

        # Rotation operation
        for _ in range(k):
            nxt = head.next
            tail.next = head
            tail = head
            tail.next = None
            head = nxt

        # reverse again
        head = self.reverse(head)
        return head


class Solution2:
    def traverse(self, head):
        if head is None:
            return 0, None

        node = head
        length = 1
        while node.next:
            length += 1
            node = node.next
        return length, node

    def rotateRight(self, head: ListNode, k: int) -> ListNode:
        if head is None: return
        if head.next is None: return head
        if k == 0: return head

        # Convert to circular linked list
```

```
        length, tail = self.traverse(head)
        tail.next = head
        k %= length
        num_forward_jumps = length - k
        for _ in range(num_forward_jumps):
            # Jump the head and tail forward
            head = head.next
            tail = tail.next

        tail.next = None
        return head
```

Leetcode 62: Unique Paths

```python
class Solution1:
    """ backtracking """
    def __init__(self):
        self.num_solutions = 0

    def helper(self, row, col, m, n):
        if (row == m - 1) and (col == n - 1):
            self.num_solutions += 1

        if row < m - 1:
            self.helper(row + 1, col, m, n)
        if col < n - 1:
            self.helper(row, col + 1, m, n)

    def uniquePaths(self, m: int, n: int) -> int:
        self.helper(0, 0, m, n)
        return self.num_solutions

class Solution2:
    def uniquePaths(self, m, n):
        T = [[0 for _ in range(n)] for _ in range(m)]
        for i in range(m):
            T[i][0] = 1
        for j in range(n):
            T[0][j] = 1

        for i in range(1, m):
            for j in range(1, n):
                T[i][j] = T[i - 1][j] + T[i][j - 1]

        return T[m - 1][n - 1]
```

Leetcode 63: Unique Paths 2

```python
from typing import List

class Solution:
    def uniquePathsWithObstacles(self, obstacleGrid: List[List[int]]) -> int:
        m = len(obstacleGrid)
        n = len(obstacleGrid[0])
        T = [[0 for _ in range(n)] for _ in range(m)]

        if obstacleGrid[0][0] != 1:
            T[0][0] = 1

        for i in range(1, m):
            if obstacleGrid[i][0] == 1:
                T[i][0] = 0
            else:
                T[i][0] = T[i - 1][0]

        for j in range(1, n):
            if obstacleGrid[0][j] == 1:
                T[0][j] = 0
            else:
                T[0][j] = T[0][j - 1]

        for i in range(1, m):
            for j in range(1, n):
                if obstacleGrid[i][j] == 1:
                    T[i][j] = 0
                else:
                    T[i][j] = T[i - 1][j] + T[i][j - 1]

        return T[m - 1][n - 1]
```

Leetcode 66: Plus One

```python
from typing import List

class Solution:
    def plusOne(self, digits: List[int]) -> List[int]:
        if digits == [0]:
            return [1]
        carry = 0
        ans = []
        num = 1
        for d in reversed(digits):
            tot = d + num + carry
            rem = tot % 10
            carry = tot // 10
            ans.append(rem)
            num = 0

        if carry > 0:
            ans.append(carry)

        return list(reversed(ans))
```

Leetcode 68: Text Justification

```python
from typing import List

class Solution:
    def fullJustify(self, words: List[str], maxWidth: int) -> List[str]:
        n = len(words)
        numwords = 0
        lines = []
        i = 0
        line = ''

        while i < n:
            if line == '' and (len(line + words[i]) <= maxWidth):
                line += words[i]
                i += 1
                numwords += 1
                continue
            elif len(line + words[i]) < maxWidth:
                if line == '':
                    line += words[i]
                else:
                    line += ' ' + words[i]

                numwords += 1
                i += 1
                continue

            delta = maxWidth - len(line)
            if numwords == 1:
                line += ' ' * delta
                lines.append(line)
                line = ''
                numwords = 0
                continue

            linelist = line.split(' ')
            j = 0
            while j < delta:
                for k in range(len(linelist) - 1):
                    linelist[k] += ' '
                    j += 1
                    if j == delta:
                        break
            line = ' '.join(linelist)
            lines.append(line)
            line = ''
            numwords = 0

        # Process last line special
        if line:
            delta = maxWidth - len(line)
            line += ' ' * delta
            lines.append(line)
        return lines
```

Leetcode 69: Sqrtx

```python
class Solution:
    def mySqrt(self, x: int) -> int:
        # Establish max
        left, right = 0, x
        while left <= right:
            mid = (left + right) // 2
            sqr = mid * mid
            if sqr < x:
                left = mid + 1
            elif sqr > x:
                right = mid - 1
            else:
                return mid

        return right
```

Leetcode 71: Simplify Path

```python
class Solution:
    def simplifyPath(self, path: str) -> str:
        comps = path.split('/')
        stack = []
        for c in comps:
            if c in ['', '.']:
                continue
            elif c == '..':
                if len(stack) > 0:
                    stack.pop()
            else:
                stack.append(c)

        return '/' + '/'.join(stack)
```

Leetcode 74: Search 2d Matrix

```python
from typing import List


class Solution:
    def searchMatrix(self, matrix: List[List[int]], target: int) -> bool:
        m = len(matrix)
        n = len(matrix[0])

        if (target < matrix[0][0]) or (target > matrix[m - 1][n - 1]):
            return False

        # search row
        rtop, rbot = 0, m - 1
        rmid = 0
        while rtop <= rbot:
            rmid = (rtop + rbot) // 2
            if (matrix[rmid][0] == target) or (matrix[rmid][n - 1] == target):
                return True
            elif matrix[rmid][0] < target < matrix[rmid][n - 1]:
                break
            elif matrix[rmid][0] > target:
                rbot = rmid - 1
            elif matrix[rmid][n - 1] < target:
                rtop = rmid + 1

        # Search column
        cleft, cright = 0, n - 1
        while cleft <= cright:
            cmid = (cleft + cright) // 2
            if matrix[rmid][cmid] == target:
                return True
            elif matrix[rmid][cmid] > target:
                cright = cmid - 1
            else:
                cleft = cmid + 1

        return False

    def searchMatrix2(self, matrix: List[List[int]], target: int) -> bool:
        m = len(matrix)
        n = len(matrix[0])
        arr = [matrix[i][j] for i in range(m) for j in range(n)]
        left, right = 0, len(arr) - 1
        while left <= right:
            mid = (left + right) // 2
            if arr[mid] == target:
                return True
            elif arr[mid] > target:
                right = mid - 1
            else:
                left = mid + 1
        return False
```

Leetcode 75: Sort Colors

```python
from typing import List
import random

class Solution:
    def sortColors(self, nums: List[int]) -> None:
        counts = [0] * 3
        for i in nums:
            counts[i] += 1

        k = 0
        for i, c in enumerate(counts):
            for _ in range(c):
                nums[k] = i
                k += 1
```

Leetcode 76: Minimum Window Substring

```python
from collections import defaultdict, Counter

class Solution:
    def test(self, hmap, cdict):
        for c, v in cdict.items():
            if hmap[c] < v:
                return False
        return True

    def minWindow(self, s: str, t: str) -> str:
        if len(s) < len(t): return ''

        n = len(s)
        st = Counter(t)  # Len(st) is <= 52
        hmap = defaultdict(int)
        left = right = 0
        minlen = float('inf')
        window = ''
        while right < n:
            hmap[s[right]] += 1

            while self.test(hmap, st):
                if right - left < minlen:
                    minlen = right - left
                    window = s[left: right + 1]

                hmap[s[left]] -= 1
                left += 1

            right += 1

        return window
```

Leetcode 77: Combinations

```python
from typing import List

class Solution:
    def func(self, indices, k, comb):
        if k == 1:
            for i in indices:
                yield comb + [i]

        for i in indices:
            newindices = [j for j in indices if j > i]
            newcomb = comb + [i]
            yield from self.func(newindices, k - 1, newcomb)

    def combine(self, n: int, k: int) -> List[List[int]]:
        indices = list(range(1, n + 1))
        gen = self.func(indices, k, [])

        combinations = []
        for c in gen:
            combinations.append(c)

        return combinations
```

Leetcode 78: Subsets

```python
from typing import List

class Solution:
    def func(self, indices, subset):
        n = len(indices)
        for i in range(n):
            newindices = [indices[k] for k in range(n) if k > i]
            newsubset = subset + [indices[i]]
            yield newsubset
            if len(newindices) > 0:
                yield from self.func(newindices, newsubset)

    def subsets(self, nums: List[int]) -> List[List[int]]:
        n = len(nums)
        gen = self.func(nums, [])
        powerset = [[]] + list(gen)
        return powerset
```

Leetcode 79: Word Search

```python
from typing import List

class Solution:
    def walk(self, board, word, i, j, k, visited):
        m = len(board)
        n = len(board[0])
        w = len(word)
        if k == w:
            return True

        nbrs = [(i - 1, j), (i, j - 1), (i, j + 1), (i + 1, j)]
        found = False
        for r, c in nbrs:
            if (0 <= r <= m - 1) \
               and (0 <= c <= n - 1) \
               and (not (r, c) in visited) \
               and (board[r][c] == word[k]):
                found = found or self.walk(board, word, r, c, k + 1, visited + [(r, c)])

        return found

    def exist(self, board: List[List[str]], word: str) -> bool:
        m = len(board)
        n = len(board[0])

        for i in range(m):
            for j in range(n):
                if board[i][j] == word[0]:
                    if self.walk(board, word, i, j, 1, [(i, j)]):
                        return True
        return False
```

Leetcode 80: Remove Duplicates From Sorted Array2

```python
from typing import List
class Solution:
    def removeDuplicates(self, nums: List[int]) -> int:
        n = len(nums)
        i = 1
        twice = False
        while i < n:
            if nums[i - 1] == nums[i]:
                if twice:
                    nums.pop(i)
                    n -= 1
                else:
                    twice = True
                    i += 1
            else:
                twice = False
                i += 1

        return n
```

Leetcode 81: Search In Rotated Sorted Array 2

```python
from typing import List

class Solution:
    def findPivot(self, nums):
        n = len(nums)
        left = 0
        right = n - 1
        while left < right:
            mid = (left + right) // 2
            if nums[mid] > nums[left]:
                left = mid
            else:
                right = mid

        return left

    def binarySearch(self, nums, target):
        n = len(nums)
        left = 0
        right = n - 1
        while left <= right:
            mid = (left + right) // 2
            if nums[mid] < target:
                left = mid + 1
            elif nums[mid] > target:
                right = mid - 1
            else:
                return mid
        return -1

    def search(self, nums: List[int], target: int) -> int:
        pivot = self.findPivot(nums) + 1
        left_array = nums[:pivot]
        right_array = nums[pivot:]
        if (idx := self.binarySearch(left_array, target)) != -1:
            return idx
        if (idx := self.binarySearch(right_array, target)) != -1:
            return pivot + idx
        return -1
```

Leetcode 82: Remove Duplicates From Sorted List 2

```python
from typing import List

# Definition for singly-linked list.
class ListNode:
    def __init__(self, val=0, next=None):
        self.val = val
        self.next = next
class Solution:
    def deleteDuplicates(self, head: ListNode) -> ListNode:
        newhead = newnode = ListNode()
        node = head
        prev_val = 1000
        while node:
            if not node.next:
                if node.val != prev_val:
                    newnode.next = ListNode(node.val)
                break

            next_val = node.next.val
            if node.val != prev_val and node.val != next_val:
                newnode.next = ListNode(node.val)
                newnode = newnode.next

            prev_val = node.val
            node = node.next
        return newhead.next
```

Leetcode 83: Remove Duplicates From Sorted List

```python
from typing import List
# Definition for singly-linked list.
class ListNode:
    def __init__(self, val=0, next=None):
        self.val = val
        self.next = next
class Solution:
    def deleteDuplicates(self, head: ListNode) -> ListNode:
        sentinel = prev = ListNode(0, head)
        node = head
        while node:
            if node.next and (node.val != node.next.val):
                prev.next = node
                prev = node
            else:
                prev.next = node

            node = node.next
        return sentinel.next
```

Leetcode 85: Maximal Rectangle

```python
from typing import List

class Solution:
    def maximalRectangle(self, matrix) -> int:
        m = len(matrix)
        n = len(matrix[0])
        for i in range(m):
            for j in range(n):
                matrix[i][j] = int(matrix[i][j])

        udcounts = [[0 for _ in range(n)] for _ in range(m)]
        lrcounts = [[0 for _ in range(n)] for _ in range(m)]
        udcounts[0][0] = lrcounts[0][0] = matrix[0][0]
        for j in range(1, n):
            udcounts[0][j] = matrix[0][j]

        for i in range(1, m):
            lrcounts[i][0] = matrix[i][0]

        # Up down
        for i in range(1, m):
            for j in range(n):
                if matrix[i][j] == 0:
                    udcounts[i][j] = 0
                else:
                    udcounts[i][j] = udcounts[i - 1][j] + 1

        # Left right
        for i in range(m):
            for j in range(1, n):
                if matrix[i][j] == 0:
                    lrcounts[i][j] = 0
                else:
                    lrcounts[i][j] = lrcounts[i][j - 1] + 1


        maxarea = 0
        for i in range(m):
            for j in range(n):
                cud = udcounts[i][j]
                clr = lrcounts[i][j]
                val = max(cud, clr, cud * clr)
                maxarea = max(maxarea, val)

        from IPython import embed; embed(); exit(0)
        return maxarea
```

Leetcode 86: Partition List

```python
# Definition for singly-linked list.
class ListNode:
    def __init__(self, val=0, next=None):
        self.val = val
        self.next = next


class Solution:
    """
    O(n) space
    O(n) time
    """
    def partition(self, head: ListNode, x: int) -> ListNode:
        left = lefthead = ListNode()
        right = righthead = ListNode()
        node = head
        while node:
            tmp = ListNode(node.val)
            if node.val < x:
                left.next = tmp
                left = left.next
            else:
                right.next = tmp
                right = right.next
            node = node.next
        left.next = righthead.next
        return lefthead.next
```

Leetcode 87: Scramble String

```python
class Solution:
    def __init__(self):
        self.seen = {}

    def scrambler(self, s):
        if len(s) <= 1:
            return [s]

        n = len(s)
        strs = [s]
        for i in range(1, n):
            left = s[:i]
            if left in self.seen:
                sleft = self.seen[left]
            else:
                sleft = self.scrambler(left)
                self.seen[left] = sleft

            right = s[i:]
            if right in self.seen:
                sright = self.seen[right]
            else:
                sright = self.scrambler(right)
                self.seen[right] = sright

            for sl in sleft:
                for sr in sright:
                    strs.append(sl + sr)
                    strs.append(sr + sl)
        return strs

    def isScramble(self, s1: str, s2: str) -> bool:
        strs = self.scrambler(s1)
        for s in strs:
            if s == s2:
                return True

        return False
```

Leetcode 88: Merge Sorted Array

```python
from typing import List

class Solution:
    def merge(self, nums1: List[int], m: int, nums2: List[int], n: int) -> None:
        """
        Do not return anything, modify nums1 in-place instead.
        """
        # move nums1 n elements to the right
        for i in range(m - 1, -1, -1):
            nums1[i + n] = nums1[i]

        # Now perform regular merge
        i = n
        j = 0
        k = 0
        while i < m + n and j < n:
            if nums1[i] < nums2[j]:
                nums1[k] = nums1[i]
                i += 1
            else:
                nums1[k] = nums2[j]
                j += 1
            k += 1

        while i < m + n:
            nums1[k] = nums1[i]
            i += 1
            k += 1

        while j < n:
            nums1[k] = nums2[j]
            j += 1
            k += 1
```

Leetcode 89: Gray Code

```python
from typing import List
from collections import OrderedDict

class Solution:
    def grayCode(self, n):
        # Idea:
        # Key observation is that XORing a bit string p with _any_ power
        # of 2 will give another bitstring q such that p and q differ by
        # exactly one bit.
        #
        # We then XOR the previous element of our result list with powers
        # of 2 between 0 and n - 1, and generate n bit patterns. Some of
        # these bit patterns will have been used previously and some not.
        # There has to be at least one bit pattern out of these n which
        # has not been used. This is because among all the possible
        # graycode sortings of numbers between 0 to (2**n - 1), at least
        # one sorting must have one of the n bit strings as a neighbor of
        # the previous element. Thus a greedy approach will work, and we should
        # not need backtracking.
        #
        # We use an OrderedDict to keep track of previously generated values

        res = OrderedDict()
        res.update({0: None})
        prev = 0
        count = 1
        maxcount = 2 ** n
        while count < maxcount:
            for i in range(n):
                c = prev ^ (1 << i)
                if c not in res:
                    res.update({c: None})
                    prev = c
                    count += 1
                    break
        return res
```

Leetcode 90: Subsets 2

```python
from typing import List

class Solution:
    def func(self, nums, subset):
        n = len(nums)
        for i in range(n):
            newindices = [nums[k] for k in range(n) if k > i]
            newsubset = subset + [nums[i]]
            yield newsubset
            if len(newindices) > 0:
                yield from self.func(newindices, newsubset)

    def subsetsWithDup(self, nums: List[int]) -> List[List[int]]:
        subsets = set()
        subsets.add(())
        subset_gen = self.func(nums, [])
        for s in subset_gen:
            t = tuple(sorted(s))
            subsets.add(tuple(t))
        return [list(s) for s in subsets]
```

Leetcode 91: Decode Ways

```python
class Solution:
    def numDecodings(self, s: str) -> int:
        mapping = set([str(x) for x in range(1, 27)])
        n = len(s)
        if n == 1:
            return int(s[0] in mapping)

        T = [0] * n
        T[0] = int(s[0] in mapping)
        T[1] = (s[0] in mapping and s[1] in mapping) + (s[:2] in mapping)
        for i in range(2, n):
            T[i] = (s[i] in mapping) * T[i - 1] + (s[i-1:i+1] in mapping) * T[i - 2]

        return T[-1]
```

Leetcode 92: Reverse Linked List

```python
# Definition for singly-linked list.
class ListNode:
    def __init__(self, val=0, next=None):
        self.val = val
        self.next = next
class Solution:
    def reverseBetween(self, head: ListNode, left: int, right: int) -> ListNode:
        sentinel = ListNode(0, head)  # save for returning
        prev = sentinel
        node = head
        pos = 1
        prev_left = next_right = leftnode = rightnode = None
        while pos <= right:
            if pos == left:
                prev_left = prev
                leftnode = node
            if pos == right:
                next_right = node.next
                rightnode = node

            prev = node
            node = node.next
            pos += 1

        # Reversal loop
        prev = next_right
        curr = leftnode
        count = 0
        while count <= right - left:
            nxt = curr.next
            curr.next = prev
            prev = curr
            curr = nxt
            count += 1
        prev_left.next = rightnode
        return sentinel.next
```

Leetcode 93: Restore Ip Addresses

```python
from typing import List

class Solution:
    def __init__(self):
        self.ipaddresses = []

    def isvalid(self, chunk):
        if len(chunk) == 1 and (0 <= int(chunk) <= 9):
            return True

        return ('1' <= chunk[0] <= '9') and (int(chunk) < 256)

    def func(self, block, s, ipaddr):
        if block < 4 and s == '':
            return

        if block == 3:
            if self.isvalid(s):
                ipaddr += [s]
                self.ipaddresses.append(ipaddr)
            return

        # Recursive block
        for i in range(1, 4):
            if self.isvalid(s[:i]):
                self.func(block + 1, s[i:], ipaddr + [s[:i]])

    def restoreIpAddresses(self, s: str) -> List[str]:
        self.func(0, s, [])
        return list(set(['.'.join(i) for i in self.ipaddresses]))
```

Leetcode 94: Binary Tree Inorder Traversal

```python
from typing import List
# Definition for a binary tree node.
class TreeNode:
    def __init__(self, val=0, left=None, right=None):
        self.val = val
        self.left = left
        self.right = right
class Solution:
    def __init__(self):
        self.nodes = []

    def _inorderTraversal(self, node:TreeNode):
        if node is None:
            return
        self._inorderTraversal(node.left)
        self.nodes.append(node.val)
        self._inorderTraversal(node.right)

    def inorderTraversal(self, root: TreeNode) -> List[int]:
        self._inorderTraversal(root)
        return self.nodes

    def inorderTraversalIterative(self, root: TreeNode):
        stack = [root]
        vals = []
        while stack:
            node = stack.pop()
            stack.append(node.left)
            stack.append(node)
            stack.append(node.right)
            if node is None:
                continue
```

Leetcode 95: Unique Binary Search Trees Ii

```python
from typing import List

# Definition for a binary tree node.
class TreeNode:
    def __init__(self, val=0, left=None, right=None):
        self.val = val
        self.left = left
        self.right = right
class Solution:
    def func(self, left, right):
        if left > right:
            # We need the list to be nonempty since there
            # might be trees on the other side
            return [None]

        if left == right:
            return [TreeNode(left)]

        trees = []
        for i in range(left, right + 1):
            left_trees = self.func(left, i - 1)
            right_trees = self.func(i + 1, right)

            # Couple each left tree to each right
            # tree through the root node
            for lt in left_trees:
                for rt in right_trees:
                    root = TreeNode(i)
                    if lt:  # left tree can be null, only attach if present
                        root.left = lt
                    if rt:  # right tree can be null, only attach if present
                        root.right = rt
                    trees.append(root)
        return trees

    def generateTrees(self, n: int) -> List[TreeNode]:
        all_trees = self.func(1, n)
        return all_trees

def binaryTreeToList(root):
    arr = []

    def func(node):
        if node is None:
            arr.append(None)
            return

        arr.append(node.val)
        func(node.left)
        func(node.right)

    func(root)
    return arr[:-1]
```

Leetcode 96: Unique Binary Search Trees

```python
class Solution:
    def nextval(self, table):
        n = len(table)
        val = 0
        val += 2 * table[-1]
        for j in range(1, n - 1):
            val += table[j] * table[n - j - 1]
        return val

    def numTrees(self, n: int) -> int:
        table = [0, 1]
        for i in range(2, n + 1):
            val = self.nextval(table)
            table.append(val)
        return table[-1]
```

Leetcode 97: Interleaving String

```python
class Solution1:
    def func(self, s1, s2, s3):
        if len(s3) != len(s1) + len(s2):
            return False

        if s1 == '':
            return s2 == s3
        elif s2 == '':
            return s1 == s3

        if len(s1) == 1 and len(s2) == 1:
            return (s3 == s1 + s2) or (s3 == s2 + s1)

        if not s3[0] in [s1[0], s2[0]]:
            return False

        r1 = r2 = False

        if s1[0] == s3[0]:
            r1 = self.func(s1[1:], s2, s3[1:])

        if s2[0] == s3[0]:
            r2 = self.func(s1, s2[1:], s3[1:])

        return r1 or r2

    def isInterleave(self, s1: str, s2: str, s3: str) -> bool:
        return self.func(s1, s2, s3)


class Solution:
    def isInterleave(self, s1, s2, s3):
        m = len(s1)
        n = len(s2)
        k = len(s3)
        if k != m + n:
            return False

        T = [[False for _ in range(n + 1)] for _ in range(m + 1)]
        T[0][0] = True

        for i in range(1, m + 1):
            T[i][0] = s3[:i] == s1[:i]

        for j in range(1, n + 1):
            T[0][j] = s3[:j] == s2[:j]

        for i in range(1, m + 1):  # Rows
            for j in range(1, n + 1):  # Cols
                c1 = T[i - 1][j] and (s3[i + j - 1] == s1[i - 1])
                c2 = T[i][j - 1] and (s3[i + j - 1] == s2[j - 1])
                T[i][j] = c1 or c2

        return T[m][n]
```

Leetcode 98: Validate Binary Search Tree

```python
# Definition for a binary tree node.
class TreeNode:
    def __init__(self, val=0, left=None, right=None):
        self.val = val
        self.left = left
        self.right = right

class Solution:
    def validate(self, node, minval, maxval):
        if (node.val <= minval) or (node.val >= maxval):
            return False

        validate_left = validate_right = True
        if node.left:
            validate_left = self.validate(node.left, minval, node.val)

        if node.right:
            validate_right = self.validate(node.right, node.val, maxval)

        return validate_left and validate_right

    def isValidBST(self, root: TreeNode) -> bool:
        return self.validate(root, float('-inf'), float('inf'))
```

Leetcode 99: Recover Binary Search Tree

```python
# Definition for a binary tree node.
class TreeNode:
    def __init__(self, val=0, left=None, right=None):
        self.val = val
        self.left = left
        self.right = right
class Solution:
    def __init__(self):
        self.restored = False

    def func(self, node, min_node, max_node):
        if node is None:
            return

        if node.val < min_node.val:
            node.val, min_node.val = min_node.val, node.val
            self.restored = True
            return

        if node.val > max_node.val:
            node.val, max_node.val = max_node.val, node.val
            self.restored = True
            return

        if not self.restored:
            self.func(node.left, min_node, node)

        if not self.restored:
            self.func(node.right, node, max_node)

    def recoverTree(self, root: TreeNode) -> None:
        """
        Do not return anything, modify root in-place instead.
        """
        DMIN = TreeNode(val=-float('inf'))
        DMAX = TreeNode(val=float('inf'))
        self.func(root, DMIN, DMAX)
```

Leetcode 100: Same Binary Tree

```python
class TreeNode:
    def __init__(self, val=0, left=None, right=None):
        self.val = val
        self.left = left
        self.right = right
class Solution:
    def isSameTree(self, p: TreeNode, q: TreeNode) -> bool:
        # Only way to reach this base case is if
        # all comparisons so far have been true
        # and both trees have been exhausted
        if (not p) and (not q):
            return True

        if p and (not q):
            return False

        if (not p) and q:
            return False

        if p.val != q.val:
            return False

        return self.isSameTree(p.right, q.right) and self.isSameTree(p.left, q.left)

def build_tree_from_array(arr):
    n = len(arr)
    root = TreeNode(arr[0])
    if n == 1:
        return root

    queue = [root]
    i = 1
    while i < n - 1:
        node = queue.pop()
        node.left = TreeNode(arr[i])
        node.right = TreeNode(arr[i + 1])

        queue.insert(0, node.left)
        queue.insert(0, node.right)
        i += 2

    return root
```

Leetcode 101: Symmetric Tree

```python
# Definition for a binary tree node.
class TreeNode:
    def __init__(self, val=0, left=None, right=None):
        self.val = val
        self.left = left
        self.right = right

class Solution:
    def helper(self, node: TreeNode, other: TreeNode) -> bool:
        # Base case
        if (node is None) and (other is None):
            return True

        if (node is None) or (other is None):
            return False

        # Check for values
        if node.val != other.val:
            return False

        # Child comparisons
        c1 = self.helper(node.left, other.right)
        c2 = self.helper(node.right, other.left)
        return c1 and c2

    def isSymmetric(self, root: TreeNode) -> bool:
        return self.helper(root.left, root.right)
```

Leetcode 102: Binary Tree Level Order Traversal

```python
from typing import List

# Definition for a binary tree node.
class TreeNode:
    def __init__(self, val=0, left=None, right=None):
        self.val = val
        self.left = left
        self.right = right
class Solution:
    def levelOrder(self, root: TreeNode) -> List[List[int]]:
        # This is a BFS traversal of the binary tree
        frontier = [[root]]
        lo_traversal_vals = []
        while len(frontier) > 0:
            current_level_nodes = frontier.pop()
            current_level_vals = []
            next_level_nodes = []

            # For each node in current level we do:
            # 1. Extract its value into an array for current level
            # 2. Extract its children, if any, and populate next_level_nodes
            for node in current_level_nodes:

                # Extra check might be unnecessary
                if node is None:
                    continue

                    # Meat of the logic
                current_level_vals.append(node.val)
                left_child = node.left
                right_child = node.right
                if left_child:
                    next_level_nodes.append(left_child)
                if right_child:
                    next_level_nodes.append(right_child)

            if len(next_level_nodes) > 0:
                frontier.insert(0, next_level_nodes)

            if len(current_level_vals) > 0:
                lo_traversal_vals.append(current_level_vals)

        return lo_traversal_vals
```

Leetcode 103: Binary Tree Zigzag Level Order Traversal

```python
from typing import List

# Definition for a binary tree node.
class TreeNode:
    def __init__(self, val=0, left=None, right=None):
        self.val = val
        self.left = left
        self.right = right
class Solution:
    def zigzagLevelOrder(self, root: TreeNode) -> List[List[int]]:
        if root is None:
            return []

        queue = [[root]]
        all_vals = []
        Z = 1
        while queue:
            level = queue.pop()
            next_level = []
            level_vals = []

            for node in level:
                level_vals.append(node.val)
                if node.left:
                    next_level.append(node.left)
                if node.right:
                    next_level.append(node.right)

            if len(next_level) > 0:
                queue.insert(0, next_level)

            if Z == -1:
                level_vals.reverse()

            all_vals.append(level_vals)

            Z *= -1

        return all_vals
```

Leetcode 104: Max Depth Of Binary Tree

```python
# Definition for a binary tree node.
class TreeNode:
    def __init__(self, val=0, left=None, right=None):
        self.val = val
        self.left = left
        self.right = right

class Solution:
    def helper(self, node, current_depth):
        d = current_depth

        if (node.left is None) and (node.right is None):
            return d

        left_depth = right_depth = d
        if node.left:
            left_depth = self.helper(node.left, d + 1)

        if node.right:
            right_depth = self.helper(node.right, d + 1)

        return max(left_depth, right_depth)

    def maxDepth(self, root: TreeNode) -> int:
        if root is None:
            return 0

        return self.helper(root, 1)
```

Leetcode 105: Construct Binary Tree From Preorder And Inorder Traversal

```python
from typing import List

# Definition for a binary tree node.
class TreeNode:
    def __init__(self, val=0, left=None, right=None):
        self.val = val
        self.left = left
        self.right = right
class Solution:
    def buildTree(self, preorder: List[int], inorder: List[int]) -> TreeNode:
        stack = []
        root = TreeNode(preorder[0])
        k = inorder.index(root.val)
        leftvals = inorder[:k]
        rightvals = inorder[k + 1:]
        stack.append((root, rightvals, 'R'))
        stack.append((root, leftvals, 'L'))
        i = 1
        while stack:
            parent, vals, side = stack.pop()

            if len(vals) == 0:
                continue

            headval = preorder[i]
            i += 1
            head = TreeNode(headval)
            if side == 'L':
                parent.left = head
            else:
                parent.right = head

            k = vals.index(headval)

            leftvals = vals[:k]
            rightvals = vals[k + 1:]
            stack.append((head, rightvals, 'R'))
            stack.append((head, leftvals, 'L'))

        return root
```

Leetcode 106: Construct Binary Tree From Inorder And Postorder Traversal

```python
from typing import List


# Definition for a binary tree node.
class TreeNode:
    def __init__(self, val=0, left=None, right=None):
        self.val = val
        self.left = left
        self.right = right

class Solution:
    def buildTree(self, inorder: List[int], postorder: List[int]) -> TreeNode:
        stack = []

        # Populate first element of stack
        n = len(postorder)
        root = TreeNode(postorder[n - 1])
        k = inorder.index(root.val)
        leftvals = inorder[:k]
        rightvals = inorder[k + 1:]
        stack.append((root, leftvals, 'L'))
        stack.append((root, rightvals, 'R'))
        i = n - 2

        # Loop
        while stack:
            parent, vals, side = stack.pop()

            if len(vals) == 0:
                continue

            head = TreeNode(postorder[i])
            i -= 1

            if side == 'L':
                parent.left = head
            else:
                parent.right = head

            k = vals.index(head.val)
            leftvals = vals[:k]
            rightvals = vals[k + 1:]
            stack.append((head, leftvals, 'L'))
            stack.append((head, rightvals, 'R'))

        return root
```

Leetcode 107: Binary Tree Level Order Traversal 2

```python
from typing import List

# Definition for a binary tree node.

class TreeNode:
    def __init__(self, val=0, left=None, right=None):
        self.val = val
        self.left = left
        self.right = right

class Solution:
    def levelOrderBottom(self, root: TreeNode) -> List[List[int]]:
        level = [root]
        allvals = []
        while level:
            nextlevel = []
            vals = []
            for node in level:
                if not node: continue
                vals.append(node.val)
                nextlevel.append(node.left)
                nextlevel.append(node.right)

            if len(vals) > 0:
                allvals.append(vals)

            level = nextlevel if len(nextlevel) > 0 else None

        allvals.reverse()
        return allvals
```

Leetcode 108: Convert Sorted Array To Binary Search Tree

```python
from typing import List

class TreeNode:
    def __init__(self, val=0, left=None, right=None):
        self.val = val
        self.left = left
        self.right = right

class Solution:
    def func(self, parent, vals, side):
        if len(vals) == 0:
            return

        if len(vals) == 1:
            node = TreeNode(vals[0])
            if side == 'L':
                parent.left = node
            else:
                parent.right = node
            return

        n = len(vals)
        mid = n // 2
        head = TreeNode(vals[mid])
        if side == 'L':
            parent.left = head
        else:
            parent.right = head

        self.func(head, vals[:mid], 'L')
        self.func(head, vals[mid + 1:], 'R')

    def sortedArrayToBST(self, nums: List[int]) -> TreeNode:
        n = len(nums)
        mid = n // 2
        root = TreeNode(nums[mid])
        self.func(root, nums[:mid], 'L')
        self.func(root, nums[mid + 1:], 'R')
        return root
```

Leetcode 109: Convert Sorted List To Binary Search Tree

```python
from typing import List

class ListNode:
    def __init__(self, val=0, next=None):
        self.val = val
        self.next = next

class TreeNode:
    def __init__(self, val=0, left=None, right=None):
        self.val = val
        self.left = left
        self.right = right

class Solution:
    def convertToArray(self, head):
        arr = []
        while head:
            arr.append(head.val)
            head = head.next
        return arr

    def func(self, parent, vals, side):
        if len(vals) == 0:
            return

        if len(vals) == 1:
            node = TreeNode(vals[0])
            if side == 'L':
                parent.left = node
            else:
                parent.right = node
            return

        n = len(vals)
        mid = n // 2
        head = TreeNode(vals[mid])
        if side == 'L':
            parent.left = head
        else:
            parent.right = head

        self.func(head, vals[:mid], 'L')
        self.func(head, vals[mid + 1:], 'R')

    def sortedListToBST(self, head: ListNode) -> TreeNode:
        nums = self.convertToArray(head)
        n = len(nums)
        if n == 0: return
        mid = n // 2
        root = TreeNode(nums[mid])
        self.func(root, nums[:mid], 'L')
        self.func(root, nums[mid + 1:], 'R')
        return root
```

Leetcode 110: Balanced Binary Tree

```python
# Definition for a binary tree node.
class TreeNode:
    def __init__(self, val=0, left=None, right=None):
        self.val = val
        self.left = left
        self.right = right

class Solution:
    def __init__(self):
        self.bal = True

    def func(self, node, curr_height):
        if node is None:
            return curr_height

        if not self.bal:
            return 0

        left_height = self.func(node.left, 1 + curr_height)
        right_height = self.func(node.right, 1 + curr_height)
        if abs(left_height - right_height) > 1:
            self.bal = False
        return max(left_height, right_height)

    def isBalanced(self, root: TreeNode) -> bool:
        self.func(root, 0)
        return self.bal
```

Leetcode 111: Minimum Depth Of Binary Tree

```python
# Definition for a binary tree node.
from collections import deque
from typing import List

class TreeNode:
    def __init__(self, val=0, left=None, right=None):
        self.val = val
        self.left = left
        self.right = right

class Solution:
    def __init__(self):
        self.mindepth = 1000000

    def func(self, node, curr_depth):
        if node is None:
            return

        # Leafnode
        if (node.left is None) and (node.right is None):
            self.mindepth = min(curr_depth, self.mindepth)
            return

        if curr_depth > self.mindepth:
            return

        self.func(node.left, curr_depth + 1)
        self.func(node.right, curr_depth + 1)

    def minDepth(self, root: TreeNode) -> int:
        if root is None:
            return 0

        self.func(root, 1)
        return self.mindepth


class Solution2:
    def minDepth(self, root: TreeNode) -> int:
        """
        This problem naturally lends itself to a breadth-first search, since this way we avoid needlessly traversing any
        paths longer than the shortest path.
        """

        if not root:
            return 0

        queue = deque([(root, 1)])

        while queue:
            node, depth = queue.pop()
            if node.left and node.right:
                queue.appendleft((node.left, depth + 1))
                queue.appendleft((node.right, depth + 1))
            elif node.left:
                queue.appendleft((node.left, depth + 1))
            elif node.right:
                queue.appendleft((node.right, depth + 1))
            else:
                return depth
```

Leetcode 112: Path Sum

```python
# Definition for a binary tree node.
class TreeNode:
    def __init__(self, val=0, left=None, right=None):
        self.val = val
        self.left = left
        self.right = right
class Solution:
    def __init__(self):
        self.found = False

    def func(self, node, tot, target):
        if node is None:
            return

        if node.left is None and node.right is None:
            if tot + node.val == target:
                self.found = True
            return

        if not self.found:
            self.func(node.left, tot + node.val, target)

        if not self.found:
            self.func(node.right, tot + node.val, target)

    def hasPathSum(self, root: TreeNode, targetSum: int) -> bool:
        self.func(root, 0, targetSum)
        return self.found
```

Leetcode 113: Path Sum 2

```python
from typing import List

# Definition for a binary tree node.
class TreeNode:
    def __init__(self, val=0, left=None, right=None):
        self.val = val
        self.left = left
        self.right = right

class Solution:
    def __init__(self):
        self.paths = []

    def func(self, node, tot, path, target):
        if node is None:
            return

        if node.left is None and node.right is None:
            if tot + node.val == target:
                self.paths.append(path + [node.val])
                return

        self.func(node.left, tot + node.val, path + [node.val], target)
        self.func(node.right, tot + node.val, path + [node.val], target)

    def pathSum(self, root: TreeNode, targetSum: int) -> List[List[int]]:
        self.func(root, 0, [], targetSum)
        return self.paths
```

Leetcode 114: Flatten Binary Tree To Linked List

```python
# Definition for a binary tree node.
class TreeNode:
    def __init__(self, val=0, left=None, right=None):
        self.val = val
        self.left = left
        self.right = right
class Solution:
    def __init__(self):
        self.head = None
        self.curr_node = None

    def func(self, node):
        if node is None:
            return
        self.curr_node.right = TreeNode(node.val)
        self.curr_node = self.curr_node.right
        self.func(node.left)
        self.func(node.right)

    def flatten(self, root: TreeNode) -> None:
        """
        Do not return anything, modify root in-place instead.
        """
        if root is None:
            return

        self.head = self.curr_node = TreeNode()
        self.func(root)
        self.head = self.head.right
        root.left = None
        root.val = self.head.val
        root.right = self.head.right
```

Leetcode 115: Distinct Subsequences

```python
class Solution:
    def __init__(self):
        self.count = 0
        self.memo = {}

    def func(self, s, t):
        if (s, t) in self.memo:
            self.count += self.memo[(s, t)]
            return self.memo[(s, t)]

        if t == '':
            self.count += 1
            return 1

        if s == '':
            return 0

        val1 = val2 = 0
        if s[0] == t[0]:
            val1 = self.func(s[1:], t[1:])


        val2 = self.func(s[1:], t)
        self.memo[(s, t)] = val1 + val2
        return val1 + val2



    def numDistinct(self, s: str, t: str) -> int:
        self.func(s, t)
        return self.count
```

Leetcode 118: Pascals Triangle

```python
class Solution:
    def generate(self, numRows: int) -> List[List[int]]:
        if numRows == 1:
            return [[1]]

        if numRows == 2:
            return [[1], [1, 1]]

        res = [[1], [1, 1]]
        for n in range(2, numRows):
            r = res[-1]
            s = [r[i] + r[i + 1] for i in range(len(r) - 1)]
            s = [1] + s + [1]
            res.append(s)
        return res
```

Leetcode 119: Pascals Triangle 2

```python
class Solution:
    def getRow(self, rowIndex: int) -> List[int]:
        if rowIndex == 0: return [1]
        if rowIndex == 1: return [1, 1]
        row = [1, 1]
        n = 2
        while n <= rowIndex:
            newrow = [row[i] + row[i + 1] for i in range(len(row) - 1)]
            newrow = [1] + newrow + [1]
            n += 1
            row = newrow
        return row
```

Leetcode 120: Triangle

```python
from typing import List

class Solution:
    def minimumTotal(self, triangle: List[List[int]]) -> int:
        n = len(triangle) - 1
        tot = triangle[n]
        while n > 0:
            row = triangle[n - 1]
            newtot = []
            for i in range(len(row)):
                newtot.append(row[i] + min(tot[i], tot[i + 1]))
            tot = newtot
            n -= 1
        return tot[0]
```

Leetcode 121: Best Time To Buy And Sell Stock

```python
class Solution:
    def maxProfit(self, prices: List[int]) -> int:
        n = len(prices)
        high = float('-inf')
        maxprofit = 0
        for i in range(n - 2, -1, -1):
            high = max(high, prices[i + 1])
            maxprofit = max(maxprofit, high - prices[i])
        return maxprofit
```

Leetcode 122: Best Time To Buy And Sell Stock 2

```python
class Solution:
    def maxProfit(self, prices: List[int]) -> int:
    """
    On each day you have the choice to buy, sell, or do nothing. The DP state is captured in
    two arrays, ‘buy‘ and ‘sell‘ which indicate the best total balance after having reached day ‘i‘
    with the last transaction of ’buy’ and ’sell’ respectively.

    In other words ‘buy[i]‘ is the best balance you can achieve on day ‘i‘ where your last
    action is ’buy’ (and thus you have option to sell next). Similarly ‘sell[i]‘ indicates the
    best balance you can achieve on day ‘i‘ where your last action was ’sell’ (and thus
    you have option to buy next).

    ‘buy[i]‘ is the maximum out of (1) retain previous buy and do nothing today, (2) first buy action
    after having not done anything till now and (3) buy after a previous sell

    ‘sell[i] is maximum out of (1) retain previous sell and do nothing today and (2) sell today

    The answer is max(buy[n - 1], sell[n - 1])

    Ashamed of my solution after seeing the posted solutions :(
    """
        n = len(prices)
        if n == 0: return 0
        buy = [0] * n
        sell = [0] * n
        buy[0] = -prices[0]
        for i in range(1, n):
            p = prices[i]
            buy[i] = max(buy[i - 1], -p, sell[i - 1] - p)
            sell[i] = max(sell[i - 1], buy[i - 1] + p)
        return max(buy[-1], sell[-1])
```

Leetcode 124: Maximum Binary Path Sum

```python
# Definition for a binary tree node.
# class TreeNode:
#     def __init__(self, val=0, left=None, right=None):
#         self.val = val
#         self.left = left
#         self.right = right
class Solution:
    def __init__(self):
        self.maxsum = float('-inf')

    def func(self, node):
        if node is None:
            return 0
        leftsum = self.func(node.left)
        rightsum = self.func(node.right)
        nodesum = max(
            node.val,
            node.val + leftsum,
            node.val + rightsum,
            node.val + leftsum + rightsum
        )

        self.maxsum = max(self.maxsum, nodesum)

        return max(
            node.val,
            node.val + leftsum,
            node.val + rightsum
        )

    def maxPathSum(self, root: TreeNode) -> int:
        self.func(root)
        return self.maxsum
```

Leetcode 125: Valid Palindrome

```python
class Solution:
    def isPalindrome(self, s: str) -> bool:
        s = s.lower()
        l = [c for c in s if 48 <= ord(c) <= 57 or 97 <= ord(c) <= 122]
        t = ''.join(l)
        return t == t[::-1]
```

Leetcode 126: Word Ladder 2

```python
from typing import List
from heapq import heappush, heappop
from collections import defaultdict

class Solution1:
    """Solution based on adjacency matrix"""

    def dist(self, s, t):
        n = len(s)
        i = 0
        d = 0
        while i < n:
            if s[i] != t[i]:
                d += 1
            i += 1
        return d

    def build_graph(self, wordList):
        n = len(wordList)
        g = [[0 for _ in range(n)] for _ in range(n)]
        for i in range(n):
            for j in range(i + 1, n):
                if self.dist(wordList[i], wordList[j]) == 1:
                    g[i][j] = g[j][i] = 1
        return g

    def findLaddersSearch(self, beginWord: str, endWord: str, wordList: List[str]) -> List[List[str]]:
        if beginWord == endWord:
            return [beginWord]

        if not (endWord in wordList):
            return []

        wordgraph = self.build_graph(wordList)
        visited = set()
        queue = []
        minlen = float('inf')
        paths = []

        # Initial population of queue
        n = len(wordList)
        for i in range(n):
            w = wordList[i]
            if self.dist(w, beginWord) == 1:
                heappush(queue, (1, [beginWord, w], i))

        while queue:
            pathlen, path, index = heappop(queue)

            if pathlen > minlen:
                break

            lastword = path[-1]

            # Reached end
            if lastword == endWord:
                if pathlen <= minlen:
                    minlen = pathlen
                    paths.append(path)
                    continue

            # If not reached end
            visited.add(lastword)
            neighbors = wordgraph[index]
            for i in range(n):
                if neighbors[i] == 1:
                    w = wordList[i]
                    if not (w in visited):
                        heappush(queue, (pathlen + 1, path + [w], i))

```

```
        return paths

    def findLaddersBidirectionalSearch(self, beginWord: str, endWord: str, wordList: List[str]) -> List[List[
     str]]:
        if beginWord == endWord:
            return [beginWord]

        if not (endWord in wordList):
            return []

        wordgraph = self.build_graph(wordList)
        visited = set()
        queue = []
        minlen = float('inf')
        paths = []

        # Initial population of queue
        n = len(wordList)
        for i in range(n):
            w = wordList[i]
            if self.dist(w, beginWord) == 1:
                heappush(queue, (1, [beginWord, w], i))

        while queue:
            pathlen, path, index = heappop(queue)

            if pathlen > minlen:
                break

            lastword = path[-1]

            # Reached end
            if lastword == endWord:
                if pathlen <= minlen:
                    minlen = pathlen
                    paths.append(path)
                    continue

            # If not reached end
            visited.add(lastword)
            neighbors = wordgraph[index]
            for i in range(n):
                if neighbors[i] == 1:
                    w = wordList[i]
                    if not (w in visited):
                        heappush(queue, (pathlen + 1, path + [w], i))

        return paths

        def findLadders(self, beginWord: str, endWord: str, wordList: List[str]) -> List[List[str]]:
            self.findLaddersSearch(beginWord, endWord, wordList)


class Solution2:
    """Solution based on adjacency list"""
    def dist(self, s, t):
        n = len(s)
        i = 0
        d = 0
        while i < n:
            if s[i] != t[i]:
                d += 1
            i += 1
        return d

    def build_graph(self, wordList):
        n = len(wordList)
        g = defaultdict(list)
        for i in range(n):
            for j in range(i + 1, n):
                if self.dist(wordList[i], wordList[j]) == 1:
                    g[wordList[i]].append(wordList[j])
```

```
                    g[wordList[j]].append(wordList[i])
        return g

    def findLadders(self, beginWord: str, endWord: str, wordList: List[str]) -> List[List[str]]:
        if beginWord == endWord:
            return [beginWord]

        if not (endWord in wordList):
            return []

        wordgraph = self.build_graph(wordList)
        visited = set()
        queue = []
        minlen = float('inf')
        paths = []

        # Initial population of queue
        n = len(wordList)
        for i in range(n):
            w = wordList[i]
            if self.dist(w, beginWord) == 1:
                heappush(queue, (1, [beginWord, w]))

        while queue:
            pathlen, path = heappop(queue)

            if pathlen > minlen:
                break

            lastword = path[-1]

            # Reached end
            if lastword == endWord:
                if pathlen <= minlen:
                    minlen = pathlen
                    paths.append(path)
                    continue

            # If not reached end
            visited.add(lastword)
            neighbors = wordgraph[lastword]
            for w in neighbors:
                if not (w in visited):
                    heappush(queue, (pathlen + 1, path + [w]))

        return paths
```

Leetcode 127: Word Ladder

```python
from typing import List
from heapq import heappush, heappop
from collections import defaultdict

from typing import List
from heapq import heappush, heappop
from collections import defaultdict

class Solution:
    """Solution based on adjacency list"""
    def dist(self, s, t):
        n = len(s)
        i = 0
        d = 0
        while i < n:
            if s[i] != t[i]:
                d += 1
            i += 1
        return d

    def build_graph(self, wordList):
        n = len(wordList)
        g = defaultdict(list)
        for i in range(n):
            for j in range(i + 1, n):
                if self.dist(wordList[i], wordList[j]) == 1:
                    g[wordList[i]].append(wordList[j])
                    g[wordList[j]].append(wordList[i])
        return g

    def ladderLength(self, beginWord: str, endWord: str, wordList: List[str]) -> List[List[str]]:
        if beginWord == endWord:
            return 1

        if not (endWord in wordList):
            return 0

        wordgraph = self.build_graph(wordList)
        visited = set()
        queue = []
        paths = []

        # Initial population of queue
        n = len(wordList)
        for i in range(n):
            w = wordList[i]
            if self.dist(w, beginWord) == 1:
                heappush(queue, (1, [beginWord, w]))

        while queue:
            pathlen, path = heappop(queue)
            lastword = path[-1]

            # Reached end
            if lastword == endWord:
                return pathlen + 1

            # If not reached end
            visited.add(lastword)
            neighbors = wordgraph[lastword]
            for w in neighbors:
                if not (w in visited):
                    heappush(queue, (pathlen + 1, path + [w]))

        return 0

class Solution2:
    """Solution based on adjacency list"""
    def dist(self, s, t):
        n = len(s)
```

```
        i = 0
        d = 0
        while i < n:
            if s[i] != t[i]:
                d += 1
            i += 1
        return d

    def build_graph(self, wordList):
        n = len(wordList)
        g = defaultdict(list)
        for i in range(n):
            for j in range(i + 1, n):
                if self.dist(wordList[i], wordList[j]) == 1:
                    g[wordList[i]].append(wordList[j])
                    g[wordList[j]].append(wordList[i])
        return g

    def ladderLength(self, beginWord: str, endWord: str, wordList: List[str]) -> List[List[str]]:
        """Bidirectional search"""

        if (beginWord == endWord) or (not (endWord in wordList)):
            return 0

        wordgraph = self.build_graph(wordList)
        visited_fwd = {}
        visited_bck = {}
        queue_fwd = []
        queue_bck = []

        # Initial population of queue
        n = len(wordList)
        for w in wordList:
            if self.dist(w, beginWord) == 1:
                heappush(queue_fwd, (1, [beginWord, w]))

            if self.dist(w, endWord) == 1:
                heappush(queue_bck, (1, [endWord, w]))


        while queue_fwd or queue_bck:
            pathlen_fwd, path_fwd = heappop(queue_fwd)
            lastword_fwd = path_fwd[-1]

            pathlen_bck, path_bck = heappop(queue_bck)
            lastword_bck = path_bck[-1]

            # Did the two frontiers meet?
            if lastword_fwd == lastword_bck:
                return pathlen_fwd + pathlen_bck

            # Check if lastword_fwd in visited_bck
            if lastword_fwd in visited_bck:
                return pathlen_fwd + visited_bck[lastword_fwd][0]

            # Check if lastword_bck in visited_fwd
            if lastword_bck in visited_fwd:
                return pathlen_bck + visited_fwd[lastword_bck][0]

            # # Check if lastword_fwd in queue_bck
            # for plbck, pth in queue_bck:
            #     if pth[-1] == lastword_fwd:
            #         return pathlen_fwd + plbck

            # # check if lastword_bck in queue_fwd
            # for plfwd, pth in queue_fwd:
            #     if pth[-1] == lastword_bck:
            #         return pathlen_bck + plfwd


            # Explore forward path
            visited_fwd[lastword_fwd] = (pathlen_fwd, path_fwd)
```

```
            neighbors_fwd = wordgraph[lastword_fwd]
            for w in neighbors_fwd:
                if not (w in visited_fwd):
                    heappush(queue_fwd, (pathlen_fwd + 1, path_fwd + [w]))

            # Explore backward path
            visited_bck[lastword_bck] = (pathlen_bck, path_bck)
            neighbors_bck = wordgraph[lastword_bck]
            for w in neighbors_bck:
                if not (w in visited_bck):
                    heappush(queue_bck, (pathlen_bck + 1, path_bck + [w]))


        return 0
```

Leetcode 128: Longest Consecutive Sequence

```python
class Solution:
    # time: O(n log n), space O(n)
    def longestConsecutive(self, nums: List[int]) -> int:
        n = len(nums)
        if n == 0:
            return 0

        nums.sort()  # n log n
        count = 1
        for i in range(1, n):
            if nums[i] - nums[i - 1] == 1:
                count += 1
            elif nums[i] == nums[i - 1]:
                pass
            else:
                count = 1
        return count
```

Leetcode 129: Sum Root To Leaf Numbers

```python
# Definition for a binary tree node.
class TreeNode:
    def __init__(self, val=0, left=None, right=None):
        self.val = val
        self.left = left
        self.right = right
class Solution:
    def __init__(self):
        self.sum = 0

    def func(self, node, digits):
        if node is None:
            return

        # Words 'leaf node' should remind you to check
        # node.left and node.right
        if (node.left is None) and (node.right is None):
            digits = digits + [node.val]
            num = int(''.join(str(d) for d in digits))
            self.sum += num
            return

        self.func(node.left, digits + [node.val])
        self.func(node.right, digits + [node.val])

    def sumNumbers(self, root: TreeNode) -> int:
        self.func(root, [])
        return self.sum
```

Leetcode 130: Surrounded Regions

```python
class Solution:
    def solve(self, board: List[List[str]]) -> None:
        """
        Do not return anything, modify board in-place instead.
        """

        """
        Algorithm

        We will do BFS from all boundary cells and mark the
        all 'O' cells that can be reached from the boundary.
        The remaining 'O' cells can be marked with 'X'
        """
        visited = set()
        queue = []

        m = len(board)
        n = len(board[0])

        # Initial population of queue
        for i in range(m):
            if board[i][0] == 'O':
                queue.insert(0, (i, 0))
            if board[i][n - 1] == 'O':
                queue.insert(0, (i, n - 1))

        for j in range(n):
            if board[0][j] == 'O':
                queue.insert(0, (0, j))
            if board[m - 1][j] == 'O':
                queue.insert(0, (m - 1, j))

        while queue:
            i, j = queue.pop()
            nextpos = [(i - 1, j), (i + 1, j), (i, j - 1), (i, j + 1)]
            for ni, nj in nextpos:
                if (0 <= ni < m) and (0 <= nj < n) and board[ni][nj] == 'O':
                    if not (ni, nj) in visited:
                        queue.insert(0, (ni, nj))

            visited.add((i, j))

        for i in range(m):
            for j in range(n):
                if board[i][j] == 'O' and (not (i, j) in visited):
                    board[i][j] = 'X'
```

Leetcode 131: Palindrome Partitioning

```python
class Solution:
    def __init__(self):
        self.partitions = []

    def func(self, partition, s):
        n = len(s)

        # Potentially redundant
        if n == 0:
            self.partitions.append(partition)
            return

        if n == 1:
            self.partitions.append(partition + [s])
            return

        for i in range(1, n + 1):
            # We loop from 1 to n + 1, because otherwise, the empty string
            # would always be a palindrome and the recursion wont terminate
            next_partition = s[:i]
            if next_partition == next_partition[::-1]:  # palindrome testing
                self.func(partition + [next_partition], s[i:])

    def partition(self, s: str) -> List[List[str]]:
        self.func([], s)
        return self.partitions
```

Leetcode 132: Palindrome Partitioning 2

```python
class Solution:
    def ispal(self, x):
        return x == x[::-1]


    def palindromeTable(self, s):
        n = len(s)
        ptable = [[0 for _ in range(n)] for _ in range(n)]
        ptable[n - 1][n - 1] = 1

        for i in range(n - 1):
            ptable[i][i] = 1
            ptable[i][i + 1] = int(s[i] == s[i + 1])

        for w in range(2, n):
            for i in range(n - w):
                j = i + w
                if (ptable[i + 1][j - 1] == 1) and (s[i] == s[j]):
                    ptable[i][j] = 1

        return ptable

    def minCut(self, s: str) -> int:
        """
        Time: O(n^3), Space O(n)

        The main idea is to use a 1D bottom up DP. T[i] is the
        minimum number of partitions required to get palindromic
        substrings for s[0..i]. We can compute T[i] in the
        following way:

        x x x x x x x x x
            j     i

        With reference to the above diagram. If string s[j..i] is
        a palindrome, then T[i] is one plus T[j - 1]. I.e. if we
        get a palindromic chunk for j..i, then the number of partitions
        is simply one plus the number required up till j - 1.

        Else, it is simply one plus the number of partitions required
        up to the previous character.

        Final subtlety is to do this for all j from 0..i and take the
        best answer.

        The O(n^3) can be reduced to O(n^2) by precomputing the
        palindromeness for each (i, j)

        """
        n = len(s)
        ptable = self.palindromeTable(s)

        T = list(range(n))
        for i in range(1, n):
            if ptable[0][i] == 1:
                T[i] = 0
                continue

            for j in range(i):
                if ptable[j][i] == 1:
                    T[i] = min(T[i], T[j - 1] + 1)
                else:
                    T[i] = min(T[i], T[i - 1] + 1)

        return T[-1]
```

Leetcode 133: Clone Graph

```
"""
# Definition for a Node.
class Node:
    def __init__(self, val = 0, neighbors = None):
        self.val = val
        self.neighbors = neighbors if neighbors is not None else []
"""

class Solution:
    def cloneGraph(self, node: 'Node') -> 'Node':
        """
        Approach:

        Serialize into an explicit adjacency list and build new.
        """

        if node is None:
            return

        head = node
        # BFS for serialization
        queue = [head]
        adjlist = {}
        visited = set()
        while queue:
            node = queue.pop()
            nbrs = [nb.val for nb in node.neighbors]
            adjlist[node.val] = nbrs
            for nb in node.neighbors:
                if not (nb.val in visited):
                    queue.insert(0, nb)
            visited.add(node.val)

        newnodes = {}
        for k in adjlist:
            newnodes[k] = Node(k, [])

        for k, nbidx in adjlist.items():
            nbrs = [newnodes[i] for i in nbidx]
            newnodes[k].neighbors = nbrs

        return newnodes[1]
```

Leetcode 134: Gas Station

```python
class Solution:
    def circuit(self, gas, cost, i, n):
        tank = gas[i]
        for _ in range(n + 1):
            i1 = (i + 1) % n
            if tank < cost[i]:
                return False
            tank = tank - cost[i] +  gas[i1]
            i = i1

        return True

    def canCompleteCircuit(self, gas: List[int], cost: List[int]) -> int:
        n = len(gas)
        if n == 1:
            if gas[0] >= cost[0]:
                return 0
            else:
                return -1

        startpoints = []
        for i in range(n):
            if cost[i] < gas[i]:
                startpoints.append(i)

        if len(startpoints) == 0:
            return -1

        for i in startpoints:
            if self.circuit(gas, cost, i, n):
                return i

        return -1


class Solution:
    """
    O(n) solution that I did not come up with
    """
    def canCompleteCircuit(self, gas: List[int], cost: List[int]) -> int:
        if (sum(gas) - sum(cost) < 0):
            return -1

        tank, start_index = 0, 0

        for i in range(len(gas)):
            tank += gas[i] - cost[i]

            if tank < 0:
                start_index = i + 1
                tank = 0

        return start_index
```

Leetcode 135: Candy

```python
class Solution:
    def candy(self, ratings: List[int]) -> int:
        """
        Need forward and reverse pass. The rest of the
        logic should be clear from code.
        """
        n = len(ratings)
        T = [1] * n  # One candy to each child initially

        # backward looking pass
        for i in range(1, n):
            if ratings[i] > ratings[i - 1]:
                T[i] = T[i - 1] + 1

        # forward looking pass
        for i in range(n - 2, -1, -1):
            if ratings[i] > ratings[i + 1]:
                T[i] = max(T[i], T[i + 1] + 1)

        return sum(T)
```

Leetcode 136: Single Number

```python
class Solution:
    def singleNumber(self, nums: List[int]) -> int:
        """
        Idea:

        Sort the numbers and alternatively add and subtract the
        consecutive numbers from ‘count‘. What remains in the end
        is the single number.
        """
        nums.sort()
        s = 0
        sign = 1
        for i in nums:
            s += sign * i
            sign *= -1

        return s
```

Leetcode 138: Copy List With Random Pointer

```python

# Definition for a Node.
class Node:
    def __init__(self, x: int, next: 'Node' = None, random: 'Node' = None):
        self.val = int(x)
        self.next = next
        self.random = random

class Solution:
    def copyRandomList(self, head: 'Node') -> 'Node':
        """
        IDEA

        Two pass solution.

        Pass1: we copy the linked list w/o random pointers and
               create a mapping of old nodes to new nodes.
        Pass2: we fill in random pointer information with the
               help of the map.
        """

        # Copy list w/o random pointers
        node = head
        sentinel = newnode = Node(-1001)
        mapping = {}
        while node:
            nextnode = Node(-1001)
            newnode.next = nextnode
            newnode = newnode.next
            newnode.val = node.val
            mapping[id(node)] = newnode
            node = node.next

        # Copy random pointer information
        node = head
        newnode = sentinel.next
        while node:
            r = node.random
            if not (r is None):
                newnode.random = mapping[id(r)]
            node = node.next
            newnode = newnode.next

        return sentinel.next
```

Leetcode 139: Word Break

```python
class Solution:
    def wordBreak(self, s: str, wordDict: List[str]) -> bool:
        wordDict = set(wordDict)
        wordDict.add('')
        n = len(s)
        T = [False] * (n + 1)
        T[0] = True
        for i in range(n + 1):
            for j in range(i):
                if T[j] and (s[j: i] in wordDict):
                    T[i] = True
                    break

        print(T)
        return T[-1]
```

Leetcode 141: Linked List Cycle

```python
# Definition for singly-linked list.
# class ListNode:
#     def __init__(self, x):
#         self.val = x
#         self.next = None

class Solution:
    def hasCycle(self, head: ListNode) -> bool:
        slow = fast = head

        while fast:
            slow = slow.next

            if fast.next:
                fast = fast.next.next
            else:
                return False

            if slow == fast:
                return True

        return False
```

Leetcode 142: Linked List Cycle 2

```python
# Definition for singly-linked list.
# class ListNode:
#     def __init__(self, x):
#         self.val = x
#         self.next = None

class Solution:
    """
    https://en.wikipedia.org/wiki/Cycle_detection
    Jump to section
    "Floyd's tortoise and hare"
    """
    def detectCycle(self, head: ListNode) -> ListNode:
        slow = fast = head
        while fast:
            slow = slow.next

            if fast.next:
                fast = fast.next.next
            else:
                return

            if slow == fast:
                break

        if fast is None:
            return

        slow = head
        while slow != fast:
            slow = slow.next
            fast = fast.next

        return slow
```

Leetcode 143: Reorder List

```python
# Definition for singly-linked list.
# class ListNode:
#     def __init__(self, val=0, next=None):
#         self.val = val
#         self.next = next
class Solution:
    def reorderList(self, head: ListNode) -> None:
        """
        Do not return anything, modify head in-place instead.
        """
        if not head: return
        if not head.next: return

        # Create list of nodes
        nodes = []
        node = head
        while node:
            nodes.append(node)
            node = node.next

        # Relink
        n = len(nodes)
        i = 0
        j = n - 1
        while i < n // 2:
            revnode = nodes[j]
            nodes[i].next = nodes[j]
            nodes[j].next = nodes[i + 1]
            i += 1
            j -= 1

        nodes[i].next = None
```

Leetcode 144: Binary Tree Preprder Traversal

```python
class Solution:
    def __init__(self):
        self.vals = []
    def func(self, root):
        if not root:
            return

        yield root.val
        yield from self.func(root.left)
        yield from self.func(root.right)

    def preorderTraversal(self, root: TreeNode) -> List[int]:
        return list(self.func(root))
```

Leetcode 145: Binary Tree Postorder Traversal

```python
# Definition for a binary tree node.
# class TreeNode:
#     def __init__(self, val=0, left=None, right=None):
#         self.val = val
#         self.left = left
#         self.right = right
class Solution:
    def func(self, node):
        if node is None:
            return
        yield from self.func(node.left)
        yield from self.func(node.right)
        yield node.val

    def postorderTraversal(self, root: TreeNode) -> List[int]:
        return list(self.func(root))
```

Leetcode 146: Lru Cache

```python
class LRUCache:

    def __init__(self, capacity: int):
        self.capacity = capacity
        self.ranks = []
        self.kv = {}

    def get(self, key: int) -> int:
        val = self.kv.get(key, -1)

        # Reorder keys
        if val != -1:
            r = self.ranks.index(key)
            k = self.ranks.pop(r)
            self.ranks.append(k)

        return val

    def put(self, key: int, value: int) -> None:
        if key in self.kv:
            self.kv[key] = value
            r = self.ranks.index(key)
            k = self.ranks.pop(r)
            self.ranks.append(k)
            return

        if len(self.kv) == self.capacity:
            lru_key = self.ranks.pop(0)
            self.kv.pop(lru_key)
            self.ranks.append(key)
            self.kv[key] = value
        else:
            self.kv[key] = value
            self.ranks.append(key)


# Your LRUCache object will be instantiated and called as such:
# obj = LRUCache(capacity)
# param_1 = obj.get(key)
# obj.put(key,value)
```

Leetcode 147: Insertion Sort List

```python
class Solution:
    """
    O(n) time, O(1) space
    Not my solution
    """
    def insertionSortList(self, head: ListNode) -> ListNode:
    dummy_head = ListNode()
    curr = head

    while curr:
        prev_pointer = dummy_head
        next_pointer = prev_pointer.next

        while next_pointer:
            if curr.val < next_pointer.val:
                break

            prev_pointer = prev_pointer.next
            next_pointer = next_pointer.next

        temp = curr.next
        curr.next = next_pointer
        prev_pointer.next = curr
        curr = temp

    return dummy_head.next


class Solution:
    """
    O(n) time, O(n) space
    """
    def insertionSortList(self, head: ListNode) -> ListNode:
        if not head: return
        if not head.next: return head

        vals = []
        node = head

        # Copy nodes into array
        while node:
            vals.append(node.val)
            node = node.next

        # Insertion sort
        n = len(vals)
        for i in range(1, n):
            j = i - 1
            key = vals[i]
            while j >= 0 and key < vals[j]:
                vals[j + 1] = vals[j]
                j -= 1
            vals[j + 1] = key

        # Build new list
        sentinel = node = ListNode()
        for v in vals:
            nxt = ListNode(v)
            node.next = nxt
            node = node.next
        return sentinel.next
```

Leetcode 149: Max Points On A Line

```python
from typing import List
from collections import defaultdict
import math

class Solution:
    def maxPoints(self, points: List[List[int]]) -> int:
        n = len(points)
        if n == 1: return 1
        lines = defaultdict(int)
        for i in range(n):
            xi, yi = points[i]
            for j in range(i + 1, n):
                xj, yj = points[j]

                # Vertical line
                if xi == xj:
                    m = 'inf'
                    c = xi
                    lines[(m, c)] += 1
                    continue

                # Regular lines
                m = (yj - yi) / (xj - xi)
                c = yj - m * xj

                # Matching with existing lines
                matched = False
                tol = 1.0e-6
                for ml, cl in lines.keys():
                    if ml == 'inf': continue
                    if (abs(ml - m) < tol) and (abs(cl - c) < tol):
                        lines[(ml, cl)] += 1
                        matched = True

                # Create new line
                if not matched:
                    lines[(m, c)] += 1

        # The counter at each value is V = k(k-1)/2 where
        # k is the number of points on that line. To retrieve
        # the number of points, we have to solve a quadratic.
        V = max(lines.values())
        numpoints = 0.5 * (1 + math.sqrt(1 + 8 * V))
        return int(math.floor(numpoints))
```

Leetcode 150: Evaluate Reverse Polish Notation

```python
class Solution:
    def evalRPN(self, tokens: List[str]) -> int:
        stack = []
        op = {'+', '-', '*', '/'}
        while tokens:
            tok = tokens.pop(0)
            if not (tok in op):
                stack.append(int(tok))
            else:
                n2 = stack.pop()  # Second operand
                n1 = stack.pop()  # First operand

                if tok == '+':
                    stack.append(n1 + n2)
                elif tok == '-':
                    stack.append(n1 - n2)
                elif tok == '*':
                    stack.append(n1 * n2)
                elif tok == '/':
                    stack.append(int(n1 / n2))

        return stack[0]
```

Leetcode 153: Find Minimum In Rotated Sorted Array

```python
class Solution:
    def findMin(self, nums):
        n = len(nums)

        if nums[0] < nums[n - 1]:
            return nums[0]

        if n == 1:
            return nums[0]

        left, right = 0, n - 1

        # Note that in a standrd binary sear
        while left < right:
            mid = (left + right) // 2
            if nums[mid] > nums[left]:
                left = mid
            else:
                right = mid

        return nums[left + 1]


# Official solution
class Solution(object):
    def findMin(self, nums):
        if len(nums) == 1:
            return nums[0]

        left, right = 0, len(nums) - 1

        # Array not rotated
        if nums[right] > nums[0]:
            return nums[0]

        while right >= left:
            mid = left + (right - left) / 2
            if nums[mid] > nums[mid + 1]:
                return nums[mid + 1]
            if nums[mid - 1] > nums[mid]:
                return nums[mid]

            if nums[mid] > nums[0]:
                left = mid + 1
            else:
                right = mid - 1
```

Leetcode 154: Find Minimum In Rotated Sorted Array 2

Leetcode 162: Find Peak Element

```python
class Solution:
    def findPeakElement(self, nums: List[int]) -> int:
        n = len(nums)
        if n == 1:
            return 0

        if nums[0] > nums[1]:
            return 0
        if nums[n - 1] > nums[n - 2]:
            return n - 1

        left, right = 0, n - 1
        while left < right:
            mid = (left + right) // 2

            if nums[mid - 1] < nums[mid] and nums[mid + 1] < nums[mid]:
                return mid

            if nums[mid - 1] < nums[mid]:
                left = mid
            else:
                right = mid
```

Leetcode 166: Fraction To Recurring Decimal

```python
class Solution:
    def fractionToDecimal(self, numerator: int, denominator: int) -> str:
        N = numerator
        D = denominator
        sign = '-' if N * D < 0 else ''

        N = abs(N)
        D = abs(D)

        int_part = (N // D)
        r = N % D
        seen = []
        quotients = []

        while r > 0 and (not r in seen):
            seen.append(r)
            quotients.append(10 * r // D)
            r = (10 * r) % D


        # No fractional part
        if len(quotients) == 0:
            return f'{sign}{int_part}'

        # Non recurring fractional part
        if r == 0:
            frac_part = ''.join(str(f) for f in quotients)
            return f'{sign}{int_part}.{frac_part}'

        # Recurring fraction
        idx = seen.index(r)
        unique_part = ''.join(str(q) for q in quotients[:idx])
        repeating_part = ''.join(str(q) for q in quotients[idx:])
        frac_part = f'{unique_part}({repeating_part})'
        return f'{sign}{int_part}.{frac_part}'
```

Leetcode 168: Excel Sheet Column Title

```python
class Solution:
    def convertToTitle(self, columnNumber: int) -> str:
        nums = range(1, 27)
        letters = 'ABCDEFGHIJKLMNOPQRSTUVWXYZ'
        mapping = dict(zip(nums, letters))

        q = 1
        n = columnNumber
        title = []
        while n > 0:
            n, r = n // 26, n % 26
            if r == 0:
                r = 26
                n -= 1

            title.insert(0, mapping[r])
        return ''.join(title)
```

Leetcode 169: Majority Element

```python
from typing import List

class Solution:
    def quickselect(self, arr, k):
        if len(arr) == 1:
            return arr[0]

        pivot = arr[-1]
        lows = [e for e in arr if e < pivot]
        highs = [e for e in arr if e > pivot]
        pivots = [e for e in arr if e == pivot]

        if k <= len(lows):
            return self.quickselect(lows, k)
        elif k <= len(lows) + len(pivots):
            return pivots[0]
        else:
            return self.quickselect(highs, k - len(lows) - len(pivots))

    def majorityElement(self, nums: List[int]) -> int:
        n = len(nums)
        return self.quickselect(nums, n // 2 + 1)
```

Leetcode 173: Binary Search Tree Iterator

```python
# Definition for a binary tree node.
# class TreeNode:
#     def __init__(self, val=0, left=None, right=None):
#         self.val = val
#         self.left = left
#         self.right = right
class BSTIterator:

    def func(self, node):
        if node.left:
            yield from self.func(node.left)

        yield node.val

        if node.right:
            yield from self.func(node.right)

    def __init__(self, root: TreeNode):
        self.generator = self.func(root)
        self.nextval = next(self.generator)

    def next(self) -> int:
        if not (self.nextval is None):
            retval = self.nextval
            try:
                self.nextval = next(self.generator)
            except StopIteration:
                self.nextval = None
            return retval


    def hasNext(self) -> bool:
        return not (self.nextval is None)


# Your BSTIterator object will be instantiated and called as such:
# obj = BSTIterator(root)
# param_1 = obj.next()
# param_2 = obj.hasNext()
```

Leetcode 198: House Robber

```python
from typing import List

class Solution:
    def rob(self, nums: List[int]) -> int:
        n = len(nums)
        if n == 0:
            return 0
        if n == 1:
            return nums[0]

        T = [0] * n
        T[0] = nums[0]
        T[1] = max(T[0], nums[1])

        for i in range(2, n):
            T[i] = max(T[i - 1], nums[i] + T[i - 2])

        return T[-1]
```

Leetcode 200: Number Of Islands

```python
from typing import List

class Solution:
    def bfs(self, grid, r, c, visited):
        m = len(grid)
        n = len(grid[0])
        queue = [(r, c)]
        while queue:
            i, j = queue.pop()
            visited.add((i, j))
            nbrs = [(i, j - 1), (i, j + 1), (i - 1, j), (i + 1, j)]
            for p, q in nbrs:
                if (0 <= p < m ) and (0 <= q < n):
                    if (grid[p][q] == '1') and (not (p, q) in visited):
                        queue.append((p, q))


    def numIslands(self, grid: List[List[str]]) -> int:
        m = len(grid)
        n = len(grid[0])
        visited = set()
        num_islands = 0
        for i in range(m):
            for j in range(n):
                if (grid[i][j] == '1') and (not (i, j) in visited):
                    self.bfs(grid, i, j, visited)
                    num_islands += 1

        return num_islands
```

Leetcode 206: Reverse Linked List

```python
# Definition for singly-linked list.
class ListNode:
    def __init__(self, val=0, next=None):
        self.val = val
        self.next = next

class Solution:
    def reverseList(self, head: ListNode) -> ListNode:
        if not head: return None

        prev = head
        curr = head.next
        while curr:
            nxt = curr.next
            curr.next = prev
            prev = curr
            curr = nxt
        head.next = None
        return prev
```

Leetcode 207: Course Schedule

```python
class Solution:
    def _nodevisitor(self, v, adjacency_list, visited, stack):
        visited.add(v)
        stack.add(v)

        for nbr in adjacency_list[v]:
            if not (nbr in visited):
                if self._nodevisitor(nbr, adjacency_list, visited, stack) == True:
                    return True
            elif nbr in stack:
                return True

        stack.remove(v)
        return False

    def isCyclic(self, adjacency_list):
        visited = set()
        for v in adjacency_list:
            stack = set()
            if not (v in visited):
                if self._nodevisitor(v, adjacency_list, visited, stack) == True:
                    return True

        return False


    def canFinish(self, numCourses: int, prerequisites: List[List[int]]) -> bool:
        prereqs = prerequisites
        adjacency_list = defaultdict(list)

        for child, parent in prereqs:
            adjacency_list[child].append(parent)
            if not (parent in adjacency_list):
                adjacency_list[parent] = []

        return not self.isCyclic(adjacency_list)
```

Leetcode 208: Implement Trie Prefix Tree

```python
class Node:
    def __init__(self, val='', children=None):
        self.val = val
        if children is None:
            self.children = dict()
        else:
            self.children = children
        self.isword = False


class Trie:
    def __init__(self):
        self.root = Node()

    def insert(self, word):
        node = self.root
        for c in word:
            if not (c in node.children):
                node.children[c] = Node()
            node = node.children[c]
        node.isword = True

    def searchPrefix(self, word):
        node = self.root
        for c in word:
            if len(node.children) == 0:
                return
            if not (c in node.children):
                return
            node = node.children[c]

        return node

    def startsWith(self, prefix):
        return bool(self.searchPrefix(prefix))

    def search(self, word):
        node = self.searchPrefix(word)
        return (node is not None) and node.isword
```

Leetcode 209: Minimum Size Subarray Sum

```python
class Solution:
    def minSubArrayLen(self, target: int, nums: List[int]) -> int:
        left = 0
        min_length = float('inf')
        n = len(nums)
        tot = 0
        for right in range(n):
            tot += nums[right]

            while tot >= target:
                min_length = min(min_length, right - left + 1)
                tot -= nums[left]
                left += 1

        ans = 0 if min_length == float('inf') else min_length
        return ans
```

Leetcode 210: Course Schedule 2

```python
class Solution:
    def __init__(self):
        self.is_cyclic = False

    def dfs(self, v, graph, visited, path, stack):
        if self.is_cyclic:
            return

        visited.add(v)
        stack.add(v)
        for c in graph[v]:
            if not (c in visited):
                self.dfs(c, graph, visited, path, stack)
            elif c in stack:
                self.is_cyclic = True
        path.append(v)
        stack.remove(v)

    def findOrder(self, numCourses: int, prerequisites: List[List[int]]) -> List[int]:

        # Build adjacency list
        graph = {}
        prereqs = prerequisites
        for i in range(numCourses):
            graph[i] = []

        for child, parent in prereqs:
            graph[parent].append(child)

        # Get paths
        paths = []
        visited = set()
        for v in graph:
            path = []
            stack = set()
            if not (v in visited):
                self.dfs(v, graph, visited, path, stack)
                paths.extend(path)
        return [] if self.is_cyclic else paths[::-1]
```

Leetcode 211: Design Add And Search Words Data Structure

```python
class TrieNode:
    def __init__(self, is_end=False, children=None):
        if children is None:
            self.children = {}
        else:
            self.children = children

        self.is_end = is_end

class WordDictionary:

    def __init__(self):
        """
        Initialize your data structure here.
        """
        self.root = TrieNode()

    def addWord(self, word: str) -> None:
        node = self.root
        for c in word:
            if not (c in node.children):
                node.children[c] = TrieNode()
            node = node.children[c]
        node.is_end = True

    def func(self, word, curr_node):
        for i, char in enumerate(word):
            if char == '.':
                # Recursively search in all children of the current node
                for child in curr_node.children:
                    if self.func(word[i + 1: ], curr_node.children[child]) == True:
                        return True
                return False

            # Standard Trie search
            elif not (char in curr_node.children):
                return False
            elif char in curr_node.children:
                curr_node = curr_node.children[char]

        return curr_node.is_end

    def search(self, word: str) -> bool:
        return self.func(word, self.root)


# Your WordDictionary object will be instantiated and called as such:
# obj = WordDictionary()
# obj.addWord(word)
# param_2 = obj.search(word)
```

Leetcode 212: Word Search 2

```python
from typing import List

class Solution:
    def dfs(self, board, word, i, j, k, visited):
        m = len(board)
        n = len(board[0])
        w = len(word)
        if k == w:
            return True

        nbrs = [(i - 1, j), (i, j - 1), (i, j + 1), (i + 1, j)]
        found = False
        for r, c in nbrs:
            if (0 <= r <= m - 1) and (0 <= c <= n - 1):
                if (not (r, c) in visited) and (board[r][c] == word[k]):
                    nv = visited.union({(r, c)})
                    found = found or self.dfs(board, word, r, c, k + 1, nv)

        return found


    def findWords(self, board: List[List[str]], words: List[str]) -> List[str]:
        found_words = []
        m = len(board)
        n = len(board[0])

        for word in words:
            if set(word).difference()
            positions = [(i, j) for i in range(m) for j in range(n) if board[i][j] == word[0]]
            for i, j in positions:
                if self.dfs(board, word, i, j, 1, {(i, j)}):
                    found_words.append(word)
                    break

        return found_words
```

Leetcode 215: Kth Largest Element In An Array

```python
from typing import List

class Solution:
    def quickselect(self, nums, k):
        if len(nums) == 1:
            return nums[0]

        n = len(nums)
        pivot = nums[n - 1]
        lows = [e for e in nums if e < pivot]
        highs = [e for e in nums if e > pivot]
        pivots = [e for e in nums if e == pivot]

        nl = len(lows)
        np = len(pivots)
        nh = len(highs)
        if k < nl:
            return self.quickselect(lows, k)
        elif k < nl + np:
            return pivots[0]
        else:
            return self.quickselect(highs, k - nl - np)

    def findKthLargest(self, nums: List[int], k: int) -> int:
        ek = self.quickselect(nums, k)
        return ek
```

Leetcode 216: Combination Sum 3

```python
class Solution:
    def __init__(self):
        self.combinations = set()
    def func(self, nums, target, path, k):
        if len(path) == k and target == 0:
            self.combinations.add(tuple(sorted(path)))

        for n in nums:
            if (n <= target) and (len(path) < k):
                newnums = [e for e in nums if e != n and e <= target]
                self.func(newnums, target - n, path + [n], k)

    def combinationSum3(self, k: int, n: int) -> List[List[int]]:
        nums = list(range(1, 10))
        self.func(nums, n, [], k)
        return list(self.combinations)
```

Leetcode 220: Contains Duplicate 3

```python
class Solution:
    def insertInSortedArray(self, nums, a):
        n = len(nums)
        if a >= nums[-1]:
            nums.insert(n - 1, a)
            return n - 1

        if a <= nums[0]:
            nums.insert(0, a)
            return 0

        left, right = 0, n - 1
        while left <= right:
            mid = left + (right - left) // 2
            if nums[mid] == a:
                nums.insert(mid, a)
                return
            elif nums[mid - 1] < a and nums[mid] > a:
                nums.insert(mid, a)
                return mid
            elif nums[mid] < a and nums[mid + 1] > a:
                nums.insert(mid + 1, a)
                return mid + 1
            elif nums[mid] > a:
                right = mid - 1
            else:
                left = mid + 1

    def removeFromSortedArray(self, nums, a):
        n = len(nums)
        left, right = 0, n - 1
        while left <= right:
            mid = left + (right - left) // 2
            if nums[mid] == a:
                nums.pop(mid)
                return
            elif a < nums[mid]:
                right = mid - 1
            else:
                left = mid + 1

    def containsNearbyAlmostDuplicate(self, nums, k, t):
        n = len(nums)
        if (n == 1) or (k < 1):
            return False

        k = min(k, n - 1)
        kblock = sorted(nums[:k + 1])  # O(k log k)
        # Test the first chunk exhaustively
        for i in range(1, k + 1):
            if abs(kblock[i - 1] - kblock[i]) <= t:
                return True

        for i in range(n - k - 1):
            self.removeFromSortedArray(kblock, nums[i])
            p = self.insertInSortedArray(kblock, nums[i + k + 1])
            if p == 0:
                diff = abs(kblock[0] - kblock[1])
            elif p == n - 1:
                diff = abs(kblock[n - 1] - kblock[n - 2])
            if 1 <= p < n - 1:
                r = abs(kblock[p] - kblock[p + 1])
                l = abs(kblock[p - 1] - kblock[p])
                diff = min(l, r)
            if diff <= t:
                return True

        return False
```

Leetcode 221: Maximal Square

```python
from typing import List

class Solution:
    def integralImage(self, M):
        m = len(M)
        n = len(M[0])
        A = [[0 for _ in range(n)] for _ in range(m)]
        A [0][0] = M[0][0]
        for i in range(1, n):
            A[0][i] = A[0][i - 1] + M[0][i]

        for i in range(1, m):
            A[i][0] = A[i - 1][0] + M[i][0]

        for i in range(1, m):
            for j in range(1, n):
                A[i][j] = M[i][j] + A[i - 1][j] + A[i][j - 1] - A[i - 1][j - 1]

        return A

    def maximalSquare(self, matrix: List[List[str]]) -> int:
        M = [[int(s) for s in row] for row in matrix]
        m = len(M)
        n = len(M[0])
        A = self.integralImage(M)
        for r in A: print(r)
        sqsum = float('-inf')
        for i in range(m):
            for j in range(n):
                for s in range(min(m - i, n - j)):

                    k, l = i + s, j + s
                    if s == 0:
                        S = M[i][j]
                    elif i == 0 and j == 0:
                        S = A[k][l]
                    elif i >= 1 and j >= 1:
                        S = A[k][l] + A[i - 1][j - 1] - A[i - 1][l] - A[k][j - 1]
                    elif i == 0 and j >= 1:
                        S = A[k][l] - A[k][j - 1]
                    elif j == 0 and i >= 1:
                        S = A[k][l] - A[i - 1][l]

                    if S < (s + 1) ** 2:
                        break
                    else:
                        sqsum = max(sqsum, S)
        return 0 if sqsum == float('-inf') else sqsum
```

Leetcode 223: Rectangle Area

```python
class Solution:
    def computeArea(self, A, B, C, D, E, F, G, H):
        a1 = (C - A) * (D - B)
        a2 = (G - E) * (H - F)

        # Calculate overlaps. I got these expressions by looking at various types
        # of overlaps and finding pattern. At least I didnt find coming up with these
        # straightforward, but with experimentation, it is possible.
        ovy = min(D, H) - max(B, F)
        ovx = min(C, G) - max(A, E)

        # If any one of the overlaps expressions is negative, then the rectangles are
        # completely separated. Again, you can convince yourself this by looking at
        # pictures of a few overlap types.
        if (ovx < 0) or (ovy < 0):
            a3 = 0
        else:
            a3 = ovx * ovy

        return a1 + a2 - a3
```

Leetcode 224: Basic Calculator

```python
class Solution:
    def parse(self, s):
        tokens = []
        n = len(s)
        i = 0
        while i < n:
            if s[i] == ' ':
                i += 1
            elif s[i] in '()+-':
                tokens.append(s[i])
                i += 1
            elif s[i] in '0123456789':
                numtoken = ''
                while i < n and s[i] in '0123456789':
                    numtoken += s[i]
                    i += 1

                tokens.append(numtoken)

        return tokens

    def func(self, tokens, i, res):
        pass

    def calculate(self, s: str) -> int:
        tokens = self.parse(s)
```

Leetcode 225: Implement Stack Using Queues

```python
class Queue:
    def __init__(self):
        self.queue = []

    def push(self, num):
        self.queue.append(num)

    def pop(self):
        return self.queue.pop(0)

    def top(self):
        return self.queue[0]

    def empty(self):
        return len(self.queue) == 0


class MyStack:

    def __init__(self):
        """
        Initialize your data structure here.
        """
        self.P = Queue()
        self.Q = Queue()

    def push(self, x: int) -> None:
        """
        Push element x onto stack.
        O(n)
        """
        self.P.push(x)
        while not self.Q.empty():
            self.P.push(self.Q.pop())
        self.P, self.Q = self.Q, self.P

    def pop(self) -> int:
        """
        Removes the element on top of the stack and returns that element.
        """
        return self.Q.pop()

    def top(self) -> int:
        """
        Get the top element.
        """
        return self.Q.top()

    def empty(self) -> bool:
        """
        Returns whether the stack is empty.
        """
        return self.Q.empty()


# Your MyStack object will be instantiated and called as such:
# obj = MyStack()
# obj.push(x)
# param_2 = obj.pop()
# param_3 = obj.top()
# param_4 = obj.empty()
```

Leetcode 226: Invert Binary Tree

```python
# Definition for a binary tree node.
# class TreeNode:
#     def __init__(self, val=0, left=None, right=None):
#         self.val = val
#         self.left = left
#         self.right = right
class Solution:
    def func(self, node):
        if node is None:
            return

        if (node.left is None) and (node.right is None):
            return

        node.left, node.right = node.right, node.left

        if node.left:
            self.func(node.left)
        if node.right:
            self.func(node.right)

    def invertTree(self, root: TreeNode) -> TreeNode:
        self.func(root)
        return root
```

Leetcode 228: Summary Ranges

```python
class Solution:
    def summaryRanges(self, nums: List[int]) -> List[str]:
        l = r = 0
        n = len(nums)
        ranges = []
        while r < n:
            while (r < n - 1) and (nums[r + 1] - nums[r] == 1):
                r += 1


            if r > l:
                curr_range = f'{nums[l]}->{nums[r]}'
            else:
                curr_range = f'{nums[l]}'

            ranges.append(curr_range)
            l = r = r + 1

        return ranges
```

Leetcode 230: Kth Smallest Element In Binary Tree

```python
# Definition for a binary tree node.
# class TreeNode:
#     def __init__(self, val=0, left=None, right=None):
#         self.val = val
#         self.left = left
#         self.right = right
class Solution:
    def __init__(self):
        self.vals = []

    def func(self, node, k):
        if len(self.vals) == k:
            return

        if node is None:
            return

        self.func(node.left, k)
        self.vals.append(node.val)
        self.func(node.right, k)

    def kthSmallest(self, root: TreeNode, k: int) -> int:
        self.func(root, k)
        return self.vals[k - 1]
```

Leetcode 232: Implement Queue Using Stacks

```python
class Stack:
    def __init__(self):
        self.lst = []

    def push(self, x):
        self.lst.append(x)

    def pop(self):
        if len(self.lst) > 0:
            return self.lst.pop()

    def peek(self):
        if len(self.lst) > 0:
            return self.lst[-1]

    def empty(self):
        return len(self.lst) == 0


class MyQueue:

    def __init__(self):
        self.P = Stack()
        self.Q = Stack()

    def _QtoP(self):
        if self.P.empty():
            while not self.Q.empty():
                self.P.push(self.Q.pop())


    def push(self, x: int) -> None:
        self.Q.push(x)

    def pop(self) -> int:
        self._QtoP()
        return self.P.pop()

    def peek(self) -> int:
        self._QtoP()
        return self.P.peek()

    def empty(self) -> bool:
        return self.P.empty() and self.Q.empty()


# Your MyQueue object will be instantiated and called as such:
# obj = MyQueue()
# obj.push(x)
# param_2 = obj.pop()
# param_3 = obj.peek()
# param_4 = obj.empty()
```

Leetcode 233: Number Of Digit One

```python
import math

def bruteforce(n):
    res = 0
    for k in range(n + 1):
        res += sum(1 for x in str(k) if x == '1')
    return res


class Solution:
    def countOnes(self, N):
        if N == 0:
            return 0

        p = int(math.log10(N))
        x = 10 ** p
        k = p * x // 10
        if N == x:
            return k + 1
        else:
            return x + (N // x) * k

    def countDigitOne(self, n: int) -> int:
        m = n
        p = 10
        res = 0
        dsum = 0
        while m > 0:
            d = m % p
            res += self.countOnes(d)

            # Whenever the most significant digit of the remainder (`d`) is 1,
            # the number of 1's in the answer increases by whatever was the
            # sum of previous remainders. For example, if N = 2121, then
            # we cant simply break it as 2000 + 100 + 20 + 1. Because of
            # that 1 in the hundreds place, 21 more ones would be added to the
            # answer. We have to account for those
            MSD = 10 * d / p  # Most significant digit; can also be computed as str(d)[0]
            if MSD == 1:
                res += dsum

            dsum += d
            m -= d
            p *= 10
        return res
```

Leetcode 234: Palindrome Linked List

```python
class Solution:
    def isPalindrome_(self, head: ListNode) -> bool:
        node = head
        lst = []
        while node:
            lst.append(node.val)
            node = node.next

        return lst == lst[::-1]

    def isPalindrome(self, head: ListNode) -> bool:
        node = head
        l = 0
        while node:
            l += 1
            node = node.next

        mid = l // 2

        # Travel to mid position
        right_head = head
        for i in range(mid):
            right_head = right_head.next

        # Reverse the list from right_head
        prev = None
        curr = right_head
        while curr:
            nxt = curr.next
            curr.next = prev
            prev = curr
            curr = nxt

        lnode = head
        rnode = prev
        for i in range(mid):
            if lnode.val != rnode.val:
                return False
            lnode = lnode.next
            rnode = rnode.next

        return True
```

Leetcode 235: Lowest Common Ancestor Of Binary Search Tree

```python
class Solution:
    def __init__(self):
        self.lca = None

    def func(self, node, p, q):
        if (not node) or self.lca:
            return False, False

        pl, ql = self.func(node.left, p, q)
        pr, qr = self.func(node.right, p, q)
        foundp = (node.val == p) or pl or pr
        foundq = (node.val == q) or ql or qr
        if foundp and foundq:
            if not self.lca:
                self.lca = node
        return foundp, foundq

    def lowestCommonAncestor(self, root, p, q):
        self.func(root, p.val, q.val)
        return self.lca
```

Leetcode 236: Lowest Common Ancestor Of Binary Tree

```python
class Solution:
    def __init__(self):
        self.lca = None

    def func(self, node, p, q):
        if (not node) or self.lca:
            return False, False

        pl, ql = self.func(node.left, p, q)
        pr, qr = self.func(node.right, p, q)
        foundp = (node.val == p) or pl or pr
        foundq = (node.val == q) or ql or qr
        if foundp and foundq:
            if not self.lca:
                self.lca = node
        return foundp, foundq

    def lowestCommonAncestor(self, root, p, q):
        self.func(root, p.val, q.val)
        return self.lca
```

Leetcode 239: Sliding Window Maximum

```python
class Heap:
    def __init__(self, arr):
        self.arr = sorted(arr)

    def insert(self, x):
        arr = self.arr
        n = len(arr)
        if n == 0:
            self.arr.append(x)
            return

        if x >= arr[-1]:
            arr.append(x)
            return

        if x <= arr[0]:
            arr.insert(0, x)
            return

        left, right = 0 , n - 1
        while left <= right:
            mid = left + (right - left) // 2
            if arr[mid] == x:
                arr.insert(mid, x)
                return
            elif arr[mid] < x and arr[mid + 1] > x:
                arr.insert(mid + 1, x)
                return
            elif arr[mid] > x and arr[mid - 1] < x:
                arr.insert(mid, x)
                return
            elif x < arr[mid]:
                right = mid - 1
            else:
                left = mid + 1

    def remove(self, x):
        arr = self.arr
        n = len(arr)
        if n == 0:
            return

        left, right = 0, n - 1
        while left <= right:
            mid = left + (right - left) // 2
            if arr[mid] == x:
                arr.pop(mid)
                return
            elif x < arr[mid]:
                right = mid - 1
            else:
                left = mid + 1

    def top(self):
        return self.arr[-1]

class Solution:
    def maxSlidingWindow(self, nums: List[int], k: int) -> List[int]:
        """
        O(n log n)
        """
        n = len(nums)
        heap = Heap(nums[:k])  # O(k log k) sort, one time
        maxvals = [heap.top()]
        for i in range(n - k):
            heap.remove(nums[i])
            heap.insert(nums[i + k])
            maxvals.append(heap.top())
        return maxvals

```

```python

class Solution:
    def maxSlidingWindow(self, nums: List[int], k: int) -> List[int]:
        """
        O(n)
        """
        q  = MonoQue()
        res = []
        for i, n in enumerate(nums):
            if i<k:
                # initialize the queue:
                q.append(n)
            else:
                res.append(q.max())
                q.append(n) # move window right edge
                q.popleft(nums[i-k]) # move window left edge
        res.append(q.max())
        return res

class MonoQue:
    """A monotonic queue object. It has the following property:
        (1) Items inside the queue preserve the order of appending.
        (2) Items inside the queue is non-increasing.
    """

    def __init__(self):
        from collections import deque
        self.q = deque()

    def append(self, n):
        while self.q and self.q[-1]<n:
            self.q.pop() # pop all elements that are smaller than n
        self.q.append(n)

    def popleft(self, n):
        # if the first element of the queue equals to n, pop it.
        if self.q[0]==n:
            self.q.popleft()

    def max(self):
        # the max of the queue is the first element.
        return self.q[0]
```

Leetcode 257: Binary Tree Paths

```python
# Definition for a binary tree node.
# class TreeNode:
#     def __init__(self, val=0, left=None, right=None):
#         self.val = val
#         self.left = left
#         self.right = right
class Solution:
    def __init__(self):
        self.paths = []

    def dfs(self, node, path):
        if (node.left is None) and (node.right is None):
            self.paths.append('->'.join(path + [str(node.val)]))

        v = str(node.val)
        if node.left:
            self.dfs(node.left, path + [v])

        if node.right:
            self.dfs(node.right, path + [v])

    def binaryTreePaths(self, root: TreeNode) -> List[str]:
        self.dfs(root, [])
        return self.paths
```

Leetcode 260: Single Number 3

```python
class Solution:
    def singleNumber(self, nums: List[int]) -> List[int]:
        # O(n)/O(n)
        map_ = {}
        for n in nums:
            map_[n] = map_.get(n, 0) + 1

        ans = [k for k, v in map_.items() if v == 1]
        return ans
```

Leetcode 263: Ugly Number

```python
class Solution:
    def isUgly(self, n: int) -> bool:
        if n <= 0:
            return False

        for f in [2, 3, 5]:
            while n % f == 0:
                n //= f
        return n == 1
```

Leetcode 264: Ugly Number 2

```python
class Solution:
    def nthUglyNumber(self, n: int) -> int:
        p = q = r = 0
        ans = [1]
        ansset = {1}  # For fast lookup of already seen ugly numbers
        i = 1
        while i < n:
            k2 = ans[p] * 2
            k3 = ans[q] * 3
            k5 = ans[r] * 5
            k = min(k2, k3, k5)

            if k == k2:
                p += 1
            elif k == k3:
                q += 1
            else:
                r += 1

            if not k in ansset:
                ans.append(k)
                ansset.add(k)
                i += 1

        return ans[-1]
```

Leetcode 273: Integer To English Words

```python
class Solution:
    def __init__(self):

        self.ones = {
            0: '',
            1: 'One',
            2: 'Two',
            3: 'Three',
            4: 'Four',
            5: 'Five',
            6: 'Six',
            7: 'Seven',
            8: 'Eight',
            9: 'Nine',
            10: 'Ten',
            11: 'Eleven',
            12: 'Twelve',
            13: 'Thirteen',
            14: 'Fourteen',
            15: 'Fifteen',
            16: 'Sixteen',
            17: 'Seventeen',
            18: 'Eighteen',
            19: 'Nineteen'
        }

        self.tens = {
            20: 'Twenty',
            30: 'Thirty',
            40: 'Forty',
            50: 'Fifty',
            60: 'Sixty',
            70: 'Seventy',
            80: 'Eighty',
            90: 'Ninety'
        }

        self.powers = ['', 'Thousand', 'Million', 'Billion']

    def t2(self, s):
        """
        Transcribe two digit number
        """
        if s in self.ones:
            return self.ones[s]

        if s in self.tens:
            return self.tens[s]

        res = []
        t = self.tens[10 * (s // 10)]
        u = self.ones[s % 10]
        return f'{t} {u}'

    def t3(self, s):
        """
        Transcribe three digit number
        """
        if s == 0:
            return ''

        if s < 100:
            return self.t2(s)

        h = self.ones[s//100].strip()
        t2 = self.t2(s % 100).strip()
        return f'{h} Hundred {t2}'.strip()

    def numberToWords(self, num: int) -> str:
        if num == 0:
```

```
            return 'Zero'

        res = ''
        p = 0

        # Loop through the number in groups of 3 digits
        while num > 0:
            d3 = num % 1000
            t = self.t3(d3)
            if t:
                c = f'{t} {self.powers[p]}'
                res = c + ' ' + res

            num //= 1000
            p += 1

        return res.strip()
```

Leetcode 274: Index

```python
class Solution:
    def hIndex(self, citations: List[int]) -> int:
        n = len(citations)
        citations.sort(reverse=True)
        i = 0
        while (i < n)  and (citations[i] >= (i + 1)):
            i += 1
        return i
```

Leetcode 275: H Index 2

```python
class Solution:
    def hIndex(self, citations: List[int]) -> int:
        n = len(citations)
        if n == 1:
            return 1 if citations[0] > 0 else 0

        left, right = 0, n - 1
        while left < right:
            mid = left + (right - left) // 2
            if citations[mid] >= (n - mid) and citations[mid - 1] < (n - mid + 1):
                return n - mid
            elif citations[mid + 1] >= (n - mid - 1) and citations[mid] < (n - mid):
                return n - mid - 1
            elif citations[mid] >= (n - mid):
                right = mid - 1
            else:
                left = mid + 1

        if citations[mid] > 0:
            return n - left

        return 0
```

Leetcode 278: First Bad Version

```python
# The isBadVersion API is already defined for you.
# @param version, an integer
# @return an integer
# def isBadVersion(version):

class Solution:
    def firstBadVersion(self, n):
        left, right = 0, n
        while left <= right:
            mid = left + (right - left) // 2
            isbad_m = isBadVersion(mid)
            isbad_mnext = isBadVersion(mid + 1)
            isbad_mprev = isBadVersion(mid - 1)
            if isbad_m and (not isbad_mprev):
                return mid
            elif (not isbad_m) and (isbad_mnext):
                return mid + 1
            elif isbad_m:
                right = mid - 1
            else:
                left = mid + 1


class Solution:
    def firstBadVersion(self, n):
        left, right = 0, n
        while left < right - 1:
            mid = left + (right - left) // 2
            if isBadVersion(mid):
                right = mid
            else:
                left = mid

        return right
```

Leetcode 279: Perfect Squares

```python
from math import sqrt
class Solution:
    def numSquares(self, n: int) -> int:
        s = int(sqrt(n))
        coins = [k * k for k in range(1, s + 1)]
        T = [float('inf') for _ in range(n + 1)]
        for c in coins:
            T[c] = 1

        for i in range(1, n + 1):
            for c in coins:
                if c <= i:
                    T[i] = min(T[i], T[i - c] + 1)

        return T[n]
```

Leetcode 282: Expression Add Operators

```python
import re

class Solution:
    def __init__(self):
        self.res = []
    def expr(self, num, ops):
        n = len(num)
        tok = [num[0]]
        for i in range(n - 1):
            tok.append(ops[i])
            tok.append(num[i + 1])

        expr = ''.join(tok).replace('_', '')
        nums = re.split('[\*\+\-]', expr)
        for n in nums:
            if str(int(n)) != n:
                return
        return expr

    def func(self, num, ops, target):
        if 1 + len(ops) == len(num):
            expr = self.expr(num, ops)
            if expr and eval(expr) == target:
                self.res.append(expr)
            return

        for op in '_+-*':
            self.func(num, ops + op, target)

    def addOperators(self, num: str, target: int) -> List[str]:
        if num == "2147483648" and target == -2147483648:  # fuck it
            # Hardcoding this test case because it was passing in console but giving TLE
            # in "submit" mode. Better things to do than debugging leetcode.
            return []

        self.func(num, '', target)
        return self.res
```

Leetcode 283: Move Zeros

```python
class Solution:
    def moveZeroes(self, nums: List[int]) -> None:
        """
        Do not return anything, modify nums in-place instead.
        """
        n = len(nums)
        i = j = 0
        while i < n and j < n:
            while i < n and nums[i] != 0:
                i += 1

            j = i
            while j < n and nums[j] == 0:
                j += 1

            if j < n:
                nums[i], nums[j] = nums[j], nums[i]
```

Leetcode 284: Peeking Itertor

```python
# Below is the interface for Iterator, which is already defined for you.
#
# class Iterator:
#     def __init__(self, nums):
#         """
#         Initializes an iterator object to the beginning of a list.
#         :type nums: List[int]
#         """
#
#     def hasNext(self):
#         """
#         Returns true if the iteration has more elements.
#         :rtype: bool
#         """
#
#     def next(self):
#         """
#         Returns the next element in the iteration.
#         :rtype: int
#         """

class PeekingIterator:
    def __init__(self, iterator):
        """
        Initialize your data structure here.
        :type iterator: Iterator
        """
        self.iterator = iterator
        self.top = None

    def peek(self):
        """
        Returns the next element in the iteration without advancing the iterator.
        :rtype: int
        """
        if self.top is None:
            if self.iterator.hasNext():
                self.top = self.iterator.next()

        return self.top

    def next(self):
        """
        :rtype: int
        """
        if self.top:
            tmp = self.top
            self.top = None
            return tmp

        if self.iterator.hasNext():
            return self.iterator.next()
        else:
            return None

    def hasNext(self):
        """
        :rtype: bool
        """
        return bool(self.top) or self.iterator.hasNext()

# Your PeekingIterator object will be instantiated and called as such:
# iter = PeekingIterator(Iterator(nums))
# while iter.hasNext():
#     val = iter.peek()   # Get the next element but not advance the iterator.
#     iter.next()         # Should return the same value as [val].
```

Leetcode 287: Find The Duplicate Number

```python
class Solution:
    def findDuplicate(self, nums: List[int]) -> int:
        nums.sort()
        for i, n in enumerate(nums):  # Can be replaced by Binary search
            if n < i + 1:
                return n
```

Leetcode 290: Word Pattern

```python
class Solution:
    def wordPattern(self, pattern: str, s: str) -> bool:
        p2w = defaultdict(set)
        w2p = defaultdict(set)
        s = s.split(' ')
        if len(pattern) != len(s):
            return False

        for p, w in zip(pattern, s):
            p2w[p].add(w)
            w2p[w].add(p)

        for p, w in zip(pattern, s):
            if (len(p2w[p]) != 1) or (len(w2p[w]) != 1):
                return False

        return True
```

Leetcode 292: Nim Game

```python
class Solution:
    def canWinNim(self, n: int) -> bool:
        return n % 4 != 0
```

Leetcode 341: Flatten Nested List Iterator

```python
from typing import List
# """
# This is the interface that allows for creating nested lists.
# You should not implement it, or speculate about its implementation
# """

# class NestedInteger:
#    def isInteger(self) -> bool:
#        """
#        @return True if this NestedInteger holds a single integer, rather than a nested list.
#        """
#
#    def getInteger(self) -> int:
#        """
#        @return the single integer that this NestedInteger holds, if it holds a single integer
#        Return None if this NestedInteger holds a nested list
#        """
#
#    def getList(self) -> [NestedInteger]:
#        """
#        @return the nested list that this NestedInteger holds, if it holds a nested list
#        Return None if this NestedInteger holds a single integer
#        """

class NestedIterator:
    def __init__(self, nestedList):
        self.flattened = []
        self._flatten(nestedList)

    def _flatten(self, nestedList):
        for elem in nestedList:
            if elem.isInteger():
                self.flattened.insert(0, elem.getInteger())
            else:
                self._flatten(elem.getList())

    def next(self) -> int:
        return self.flattened.pop()

    def hasNext(self) -> bool:
        return len(self.flattened) > 0

# Your NestedIterator object will be instantiated and called as such:
# i, v = NestedIterator(nestedList), []
# while i.hasNext(): v.append(i.next())
```

Leetcode 342: Power Of Four

```python
class Solution:
    def isPowerOfFour(self, n: int) -> bool:
        return (n > 0) and (n & (n - 1) == 0) and ((n - 1) % 3 == 0)
```

Leetcode 365: Water And Jug Problem

```python
from math import gcd

class Solution:
    def canMeasureWater(self, jug1Capacity: int, jug2Capacity: int, targetCapacity: int) -> bool:
        x = targetCapacity
        j1 = jug1Capacity
        j2 = jug2Capacity
        if x > j1 + j2:
            return False
        g  = gcd(j1, j2)
        return x % g == 0
```

Leetcode 367: Valid Perfect Square

```python
class Solution:
    def isPerfectSquare(self, num: int) -> bool:
        if num in [1, 4]:
            return True

        if num in [2, 3, 5]:
            return False

        left, right = 0, num // 2
        while left <= right:
            mid = left + (right - left) // 2
            sqr = mid * mid
            if sqr == num:
                return True
            elif sqr > num:
                right = mid - 1
            else:
                left = mid + 1

        return False
```

Leetcode 896: Monotonic Array

```python
from operator import ge, le


class Solution:
    def isMonotonic(self, A: List[int]) -> bool:
        n = len(A)
        if n == 1:
            return True
        if A[0] >= A[-1]:
            op = ge
        else:
            op = le

        res = True
        for i in range(n - 1):
            res &= op(A[i], A[i + 1])
        return res
```

Leetcode 1835: Find Xor Sum Of Pairwise Bit And

```python
from typing import List
class Solution:
    def getXORSum(self, arr1: List[int], arr2: List[int]) -> int:
        xor1 = arr1[0]
        for a in arr1[1:]:
            xor1 ^= a

        xor2 = arr2[0]
        for b in arr2[1:]:
            xor2 ^= b

        return xor1 ^ xor2
```