

Strings

①

Reverse a string

#

- keep two pointers at start & end of the array or string
- keep swapping the two and keep shrinking it till they both meet in the midpoint.

#

- using STL reverse

②

Palindrome or not

#

- ~~compare~~ keep two pointers start & end
- compare the two if its not equal then return false
- or else if its equal & ~~com~~ flow comes to mid point then return true.

③

largest odd substring

#

- iterate from back to find the last odd number & break
- iterate from first to find the ~~the~~ first non zero number
- then return the substring from first non zero to last odd.

- So create two maps ~~used~~ for s_1 & s_2
- in map s_1 s_2 chars should be having same index if it mismatches then it's not isomorphic

ex: egg & add egg & ada

g-1	d-1	g-1	a	X <u>$g=1, a=0$</u>
e-0	a-0	e-0	d-1	
			a-0	

- ⑥ check if goal string is a ~~rotating~~ rotation of given string
- String: "npoos" → acts like "end()"

- basically just add the given string twice
- now find all possible rotations if any of the rotation is equal to goal return true
- else false.

- ⑦ Anagram
- ex: cat can be made from act

BF just sort both the string if both are equal then return true or else false.

- DP - just store all elements/chars of first string in map with its occurrences
- now iterate through the 2nd string decrementing the occurrences of each letter basically cancels out to 0 but if it doesn't cancel out like if char doesn't exist or if char's value is already 0 then return false
 - if not return true.

//_

* ⑧ Sort characters by frequency

- basically all you have to do is store all characters in a map with its frequencies
 - then find the highest frequency in the map
 - now iterate ^{from} the highest frequency to lowest frequency
 - ↳ and an inner loop iterating through the map to find an element matching current frequency
 - when you find the matching frequency you push that frequency element into vector as many times as its occurrence (freq.)
 - then just return the vector.
- helper function)