

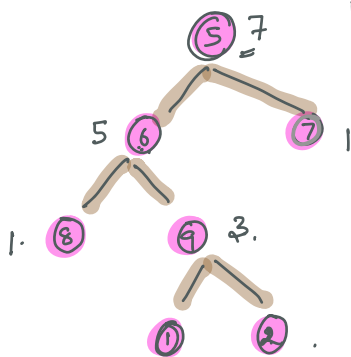
Today's agenda.

- i) Count nodes in a binary tree \rightarrow Tree.
- ii) Flatten a nested list
- iii) Sudoku validator
- iv) Matrix operations

9:05.

(i) Count nodes in a binary tree.

```
int countNodes(Node node)
{
    if (node == null)
        return 0;
    return 1 + countNodes(node.left)
        + countNodes(node.right);
}
```



O/P = 7.

$f(5) = 7$
 $1 + f(6) + f(7)$
 $f(6) = 5$
 $1 + f(8) + f(9)$
 $f(8) = 1$
 $1 + f(\text{null}) + f(\text{null})$
 $1 + 0 + 0 = 1$

```
class Node {
    int data;
    Node left;
    Node right;
}
```

$f(9) = 3$

$1 + f(1) + f(2)$

$1 + 1 + 1$

$[4, 5, 6]$

$[1], [1, 2, 3], [(1, 2), [3, 4]]$

2) Flatten a nested list.

List<NestedInteger>. \rightarrow i/p.
 $[1, 2, 3, 4]$. \rightarrow o/p.

```
class NestedInteger
```

```
{
```

```
    boolean isInteger();
```

```
    int getInteger();
```

```
    ArrayList<NestedInteger> getList();
```

```
}
```

class NestedIterator

i/p. [1, [3, 4], 5, [6, 7]]

{

ArrayList<Integer> flattenedList = new ArrayList<>();

int currentReadIndex = 0;

NestedIterator(ArrayList<NestedInteger> nestedList)

a = i++;

{

populateNestedList(nestedList);

a = i;

}

i = i+1;

int next() {

return flattenedList.get(currentReadIndex++);

}

boolean hasNext() {

return flattenedList.size() > currentReadIndex;

}

void populateNestedList(ArrayList<NestedInteger> nestedList)

{

for(NestedInteger nestedValue : nestedList)

{

if(nestedValue.isInteger())

{

flattenedList.add(nestedValue.getInteger());

}

else

{

populateNestedList(nestedValue.getList());

}

}

}

}

iii) Sudoku validator.

(i) for row no's [1-9].

(ii) for columns no's [1-9]

(iii) for boxes no's [1-9].

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 5 | 3 | | | 7 | | | | |
| 6 | | | 1 | 9 | 5 | | | |
| | 9 | 8 | | | | | 6 | |
| 8 | | | | 6 | | | | 3 |
| 4 | | | 8 | | 3 | | | 1 |
| 7 | | | | 2 | | | | 6 |
| | 6 | | | | | 2 | 8 | |
| | | | 4 | 1 | 9 | | | 5 |
| | | | | 8 | | | 7 | 9 |

boolkan isValidSudoku(char[][] matrix)

{

// valid rows

for (int i=0; i<9; i++)

{ if(!isValidRow(i, matrix))
return false;

}

// valid columns

for (int i=0; i<9; i++)

{ if(!isValidColumn(i, matrix))
return false;

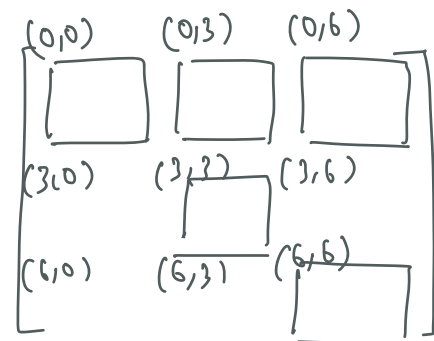
}

// valid boxes

for (int i=0; i<3; i++) {

for (int j=0; j<3; j++)

if(!ValidBox(3i, 3j, matrix))
return false;



0, 1, 2.

0, 1, 2.

(0, 0), (0, 3), (0, 6)

' . . .

}

(3,0) (3,3) (3,6)

(6,0) (6,3) (6,6)

}

boolean isValidRow(int row, char[][] matrix) [6, 1, 9, 5], 6]

{

int[] hCount = new int[9];

[0 0 0 0 0 0 0 0 0]
0 1 2 3 4 5 6 7 8

for(int i=0; i<9; i++)

{ if(matrix[row][i]!='.') {

if(hCount[matrix[row][i]-'1']!=0){

return false; -

}

hCount[matrix[row][i]-'1']=1;

}

}

return true;

}

boolean isValidBox(int sr, int sc, char[][] matrix)

{

int[] hCount = new int[9];

for(int i=sr; i<sr+3; i++)

{

for(int j=sc; j<sc+3; j++)

{

if(matrix[i][j]!='.') {

if(hCount[matrix[i][j]-'1']!=0){

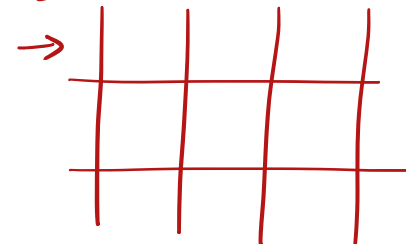
return false; -

}

hCount[matrix[i][j]-'1']=1;

}

(3,0)



(3,0) to (3,2)

(4,0) to (4,2)

(5,0) to (5,2)

}

}

return true;

}

4) Matrix Operations.

ro → 0
ri → 1

11:05, break.

Q queries.

c1 → 1
c2 → 2

N, M.
N=3, M=5.

1. C1 C2. ✓

2. R1 R2 ✓

3. x1, y1, x2, y2 ✓

4. x1, y1, x2, y2. ✓

[2 3].

[0, 2].

(0, 0) (1, 2).

| | 0 | 1 | 2 | 3 | 4 |
|---|----|----|----|----|----|
| 0 | 1 | 2 | 3 | 4 | 5 |
| 1 | 6 | 7 | 8 | 9 | 10 |
| 2 | 11 | 12 | 13 | 14 | 15 |

← A.

A[x1][y1] 11. A[x2][y2] ← ③.

A[x1][y1] 4 A[x2][y2] ← ④

Solⁿ:

SC: $O(N \times M)$.

TC: $O(N \times M) + Q(\max(N, M))$

Brute force.

N x M:

A(0)(2), A(1)(1).

3.

7.

A[row][col] = 1 + col + row * m.

A[0][4] = 1 + 4 + 0 = 5.

A[0][2] = 1 + 2 + 0 * 5 = 3.

A[1][1] = 1 + 1 + 1 * 5 = 7.

| | 0 | 1 | 2 | 3 | 4 |
|---|----|----|----|----|----|
| 0 | 1 | 2 | 3 | 4 | 5 |
| 1 | 6 | 7 | 8 | 9 | 10 |
| 2 | 11 | 12 | 13 | 14 | 15 |

A[2][3] = 1 + 3 + 2 * 5.

A[1][3] =

row → 1

row → 2.

A[0][2] =

before swapping.

$$A[\underline{2}][\underline{1}] = 1 + 6 + \underline{row} * m.$$

swap R1 & R0.

$$A[2][2] = \underline{\hspace{2cm}}$$

$$0. \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix} \quad R_0, R_1 \begin{bmatrix} 3 & 4 \\ 1 & 2 \end{bmatrix}.$$

```
public static void main(String[] args)
```

```
{
```

```
    Scanner sc = new Scanner(System.in);
```

```
    long n = sc.nextInt(), m = sc.nextInt(), q = sc.nextInt();
```

```
    long[] r = new long[100005];
```

```
    long[] c = new long[100005];
```

```
    // initialize rows.
```

```
    for (int i = 0; i < n; i++)
```

```
        r[i] = i;
```

```
    // initialize cols.
```

```
    for (int i = 0; i < m; i++)
```

```
        c[i] = i;
```

```
    // Q operations.
```

```
    for (int i = 0; i < q; i++)
```

```
    {
```

```
        int t = sc.nextInt();
```

```
        if (t == 1)
```

```
        {
```

```
            int c1 = sc.nextInt();
```

```
            int c2 = sc.nextInt();
```

```
            long temp = c[c1-1];
```

```
            c[c1-1] = c[c2-1];
```

```
            c[c2-1] = temp;
```

```
        }
```

```
        if (t == 2)
```

```
        {
```

```
            int R1 = sc.nextInt();
```

$$\begin{array}{l} c[2] \rightarrow \textcircled{2} \\ c[0] \rightarrow 10. \end{array} \left. \begin{array}{l} c[0] = 2 \\ c[2] = 10. \end{array} \right\}$$

swap. (a, b)

int temp = a

a = b.

b = temp.

```

int p2= sc.nextInt();
long temp= A[p1-1]; =
A[p1-1] = A[p2-1];
A[p2-1] = temp;

```

```

}

```

```

if (t==3)

```

1+c1+row*m.

```

{

```

```

// read x1, y1, x2, y2.

```

```

long a= 1+c[y1-1]+r[x1-1]*m;

```

```

long b= 1+c[y2-1]+r[x2-1]*m;

```

```

print(a||b);

```

```

}

```

```

if (t==4)

```

```

{

```

```

// read x1, y1, x2, y2.

```

```

long a= 1+c[y1-1]+r[x1-1]*m;

```

```

long b= 1+c[y2-1]+r[x2-1]*m;

```

```

print(a&b);

```

```

}

```

```

}

```

```

}

```