

LeetCode 挑戰技巧分享

船長

<https://github.com/eehsiao/30-Day-LeetCode-Challenge>

<https://github.com/eehsiao/2020-May-LeetCode-Challenge>

Outline

- 淺介Leetcode
- 如何解題
- 解題技巧
- 挑戰為何舒壓

我是船長

本名蕭展昊

六年級中段班的全端老RD

目前任職 阿物股份有限公司，一家做SEO的公司

創業過幾次，寫過不少iOS APP

工作外，最近在研究數位貨幣自動化交易，及Flutter(跨平台App開發)

接觸Golang是在二年前，公司一個新的專案email行銷系統

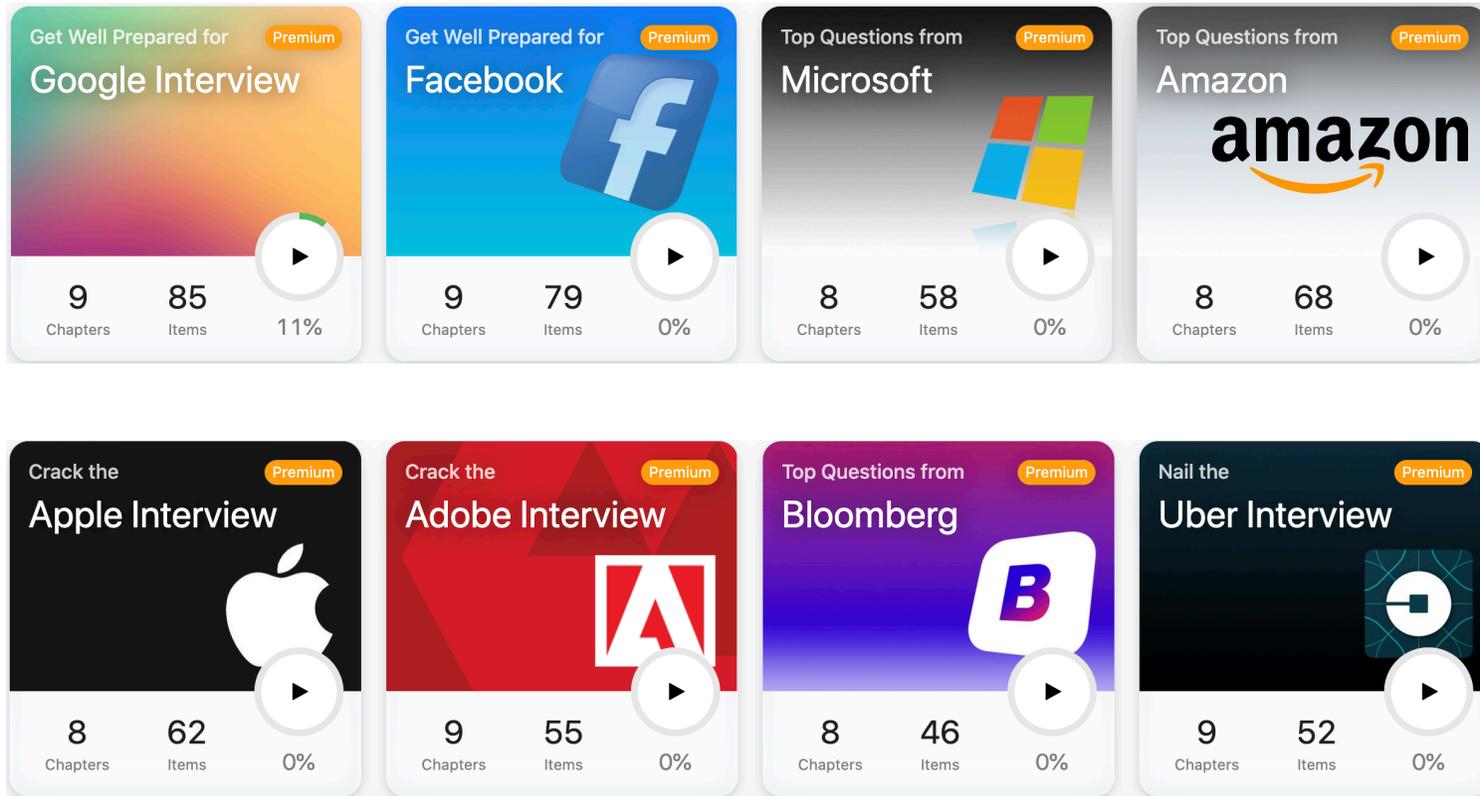
但因此喜愛上Golang的簡單，可靠且高效

是為了提升自己的能力，而接觸LeetCode

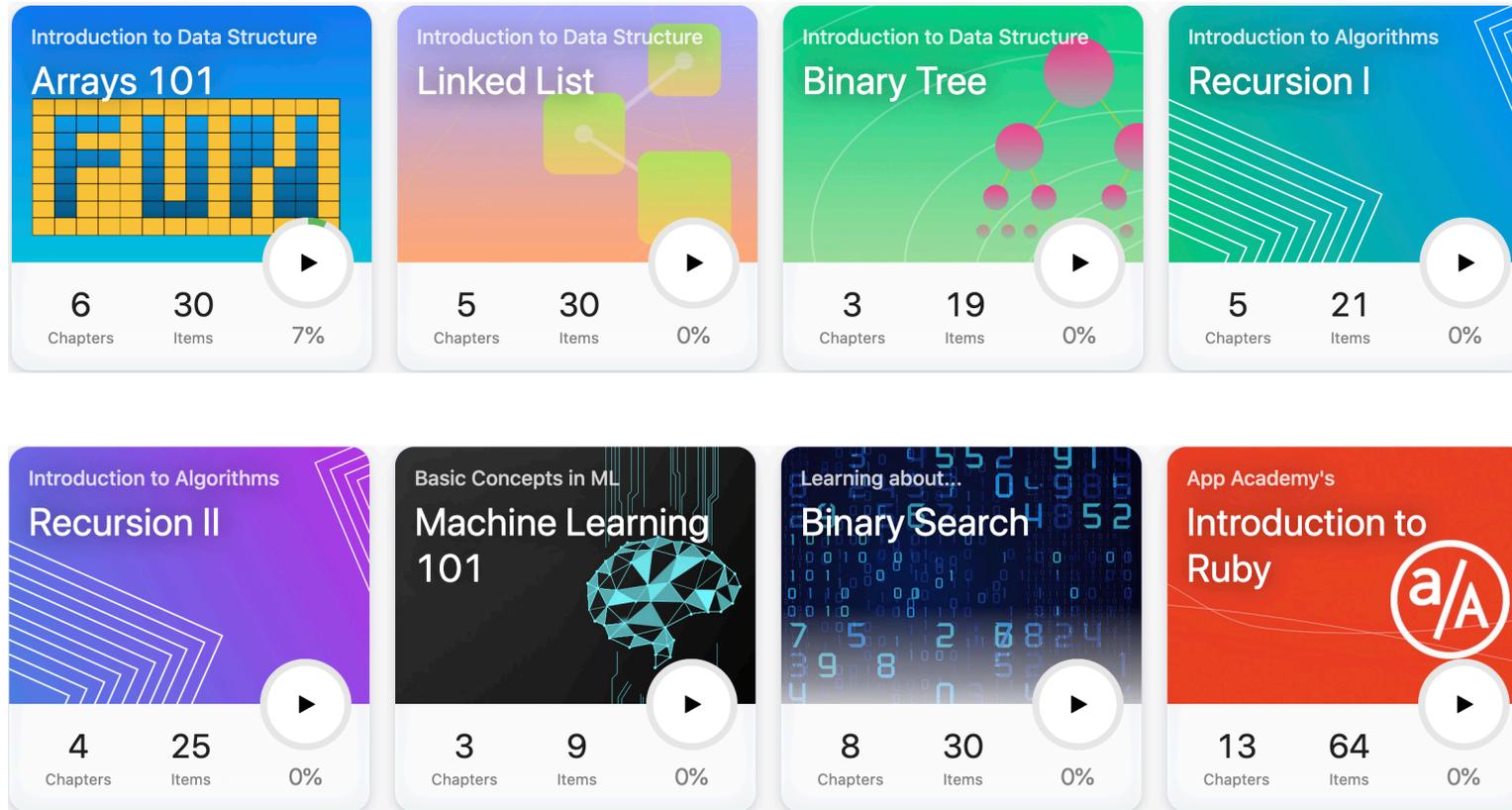
淺介Leetcode

- 面試題 (付費會員)
 - <https://leetcode.com/explore/> > Interview
- 算法題
 - <https://leetcode.com/explore/> > Learn
- 週競賽
 - <https://leetcode.com/contest/>
- 月挑戰賽
 - <https://leetcode.com/explore/> > Challenge
- 題庫
 - <https://leetcode.com/articles/> (付費會員)
 - <https://leetcode.com/problemset/all/> (大部分解答付費會員)
- 積分能幹嘛
 - <https://leetcode.com/store/>

面試題 (付費會員)



算法題



週競賽

Global Ranking

uwi neal_wu LayCurse

4	awice 86 contests attended	
5	tmwilliamin168 19 contests attended	
6	zerotrac2 74 contests attended	
7	huzcong 31 contests attended	
8	beet 66 contests attended	
9	superluminal 97 contests attended	
10	JOHNKRAM 93 contests attended	

[View More...](#)

Contest Rewind

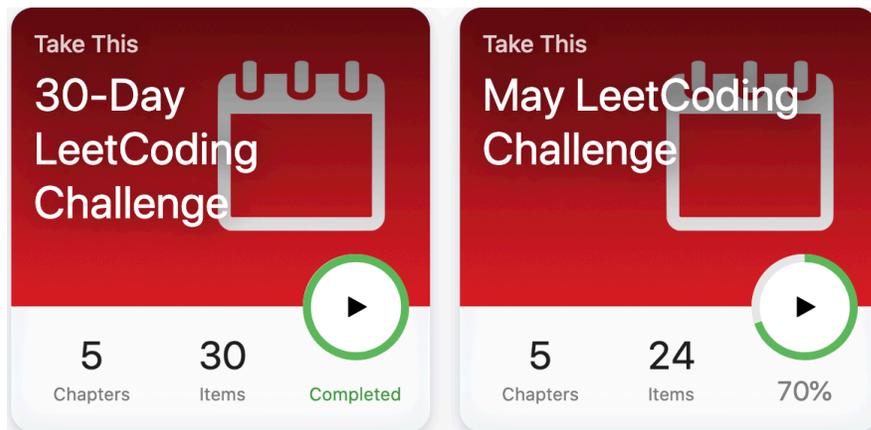
Start a Virtual Contest, get well prepared for a ranked match

[Virtual Contest History](#)

Contest ⓘ	Duration	
Weekly Contest 190 May 24, 2020 at 10:30 AM	1 h 30 m	Virtual
Weekly Contest 189 May 17, 2020 at 10:30 AM	1 h 30 m	Virtual
Biweekly Contest 26 May 16, 2020 at 10:30 PM	1 h 30 m	Virtual
Weekly Contest 188 May 10, 2020 at 10:30 AM	1 h 30 m	Virtual
Weekly Contest 187 May 03, 2020 at 10:30 AM	1 h 30 m	Virtual
Biweekly Contest 25 May 02, 2020 at 10:30 PM	1 h 30 m	Virtual
Weekly Contest 186 Apr 26, 2020 at 10:30 AM	1 h 30 m	Virtual
Weekly Contest 185 Apr 19, 2020 at 10:30 AM	1 h 30 m	Virtual
Biweekly Contest 24 Apr 18, 2020 at 10:30 PM	1 h 30 m	Virtual
Weekly Contest 184 Apr 12, 2020 at 10:30 AM	1 h 30 m	Virtual

1 2 3 4 5 >

月挑戰賽



Week 1: May 1st–May 7th

- | | |
|------------------------------------------------------------------------|-------------------------------------------------------|
| <input checked="" type="checkbox"/> First Bad Version | <input type="checkbox"/> Jewels and Stones |
| <input checked="" type="checkbox"/> Ransom Note | <input checked="" type="checkbox"/> Number Complement |
| <input checked="" type="checkbox"/> First Unique Character in a String | <input checked="" type="checkbox"/> Majority Element |
| <input checked="" type="checkbox"/> Cousins in Binary Tree | |

Week 2: May 8th–May 14th

- | | |
|----------------------------------------------------------------------|----------------------------------------------------------|
| <input checked="" type="checkbox"/> Check If It Is a Straight Line | <input checked="" type="checkbox"/> Valid Perfect Square |
| <input checked="" type="checkbox"/> Find the Town Judge | <input checked="" type="checkbox"/> Flood Fill |
| <input checked="" type="checkbox"/> Single Element in a Sorted Array | <input checked="" type="checkbox"/> Remove K Digits |
| <input checked="" type="checkbox"/> Implement Trie (Prefix Tree) | |

Week 3: May 15th–May 21st

- | | |
|----------------------------------------------------------------------------|-------------------------------------------------------------------|
| <input checked="" type="checkbox"/> Maximum Sum Circular Subarray | <input checked="" type="checkbox"/> Odd Even Linked List |
| <input checked="" type="checkbox"/> Find All Anagrams in a String | <input checked="" type="checkbox"/> Permutation in String |
| <input checked="" type="checkbox"/> Online Stock Span | <input checked="" type="checkbox"/> Kth Smallest Element in a BST |
| <input checked="" type="checkbox"/> Count Square Submatrices with All O... | |

題庫

付費會員

每題均有詳解

Search for articles...

All Categories ▾



347. Top k Frequent Elements 🔒



May 22, 2020

by andvary

987 view

392. Is Subsequence 🔒



May 19, 2020

by liaison

561 view

459. Repeated Substring Pattern 🔒



May 16, 2020

by andvary

1.2K view

16. 3Sum Closest 🔒



May 13, 2020

by votrubac

2.5K view

987. Vertical Order Traversal of a Binary Tree 🔒



May 11, 2020

by liaison

2.1K view

積分能幹嘛

<p>Redeem</p> <h2>Premium</h2> <p>with LeetCode</p> <p>30-Day Premium Subscription Premium</p> <p>5,000 </p>	<p></p> <p>Redeem Your Free T-Shirts</p> <p>LeetCode T-Shirt Redeem our high quality t-shirts</p> <p>6,000 </p>	<p></p> <p>Exclusive LeetCode Kit</p> <p>LeetCode Kit Includes erasable pen, keychain and T-shirt</p> <p>6,800 </p>
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如何解題

線上答題

- 雖然線上也有相關unit test, debug功能，但用不順手，且執行速度不優。
- 只能自訂一個test case進行測試。
- 還沒完成時，要小心避免按到提交。
- 可以使用線上playground來寫作。

本機答題

- 比較容易進行unit test 與 debug。
- 可以自訂大量test case。
- 自定共用func及共用struct

線上答題

```
1 func isPerfectSquare(num int) bool {  
2     s := 1  
3     if num > 0 {  
4         for ; s*s < num; s++ {  
5             }  
6         return s*s == num  
7     }  
8  
9     return false  
10 }
```

Custom Testcase ([Contribute](#))



Run Code

Submit

Run Code Status: **Finished**

Run Code Result:

Your input

16

Your answer

true

Expected answer

true

Show Diff

Runtime: 0 ms

Note: is Run Code inconsistent with Submit Solution? If you are using global variables or C/C++, check [this](#) out.

本機答題

2020-May-LeetCoding-Challenge

- .gitignore
- binaryTree.go
- commonFunc.go
- day1-firstBadVersion_test.go
- day1-firstBadVersion.go
- day2-jewelsandStones_test.go
- day2-jewelsandStones.go
- day3-ransomNote_test.go
- day3-ransomNote.go
- day4-numberComplement_test.go
- day4-numberComplement.go
- day5-firstUniqueCharacterinaString_test.go
- day5-firstUniqueCharacterinaString.go
- day6-majorityElement_test.go
- day6-majorityElement.go
- day7-cousinsinBinaryTree_test.go
- day7-cousinsinBinaryTree.go
- day8-checkIfItIsaStraightLine_test.go
- day8-checkIfItIsaStraightLine.go
- day9-validPerfectSquare_test.go
- day9-validPerfectSquare.go
- day10-findtheTownJudge_test.go
- day10-findtheTownJudge.go 1
- day11-floodFill_test.go
- day11-floodFill.go
- day11-floodFill2_test.go
- day11-floodFill2.go
- day12-singleElementinaSortedArray_test.go
- day12-singleElementinaSortedArray.go
- day13-removeKDigits_test.go
- day13-removeKDigits.go
- day14-implementTrie.go
- day15-maximumSumCircularSubarray_test.go
- day15-maximumSumCircularSubarray.go
- day16-oddEvenLinkedList.go
- day17-findAllAnagramsinaString_test.go
- day17-findAllAnagramsinaString.go

run test | debug test

```
func Test_isPerfectSquare(t *testing.T) {
    type args struct {
        num int
    }
    tests := []struct {
        name string
        args args
        want bool
    }{
        {
            name: "case 1",
            args: args{
                num: 16,
            },
            want: true,
        },
        {
            name: "case 2",
            args: args{
                num: 12,
            },
            want: false,
        },
        {
            name: "case 3",
            args: args{
                num: 0,
            },
            want: false,
        },
        {
            name: "case 9",
            args: args{
                num: 9,
            },
            want: true,
        },
    }
}
```

解題技巧

- 自己解：驗證多年的經驗
 - 建立共用func，如iif, max, min ...等。
 - math.Max 是float64，但題型多為int。
 - 建立重覆使用的struct，如tree。
- google解：考驗research力
- 題庫解：考驗翻code力
 - 線上題問題專區可以找到一模一樣的題目。
 - 免費會員多數解答無法查看。
 - 可以從討論區中看別人如何作答，很少golang解，所以自己要看得懂code，然後重寫。

挑戰為何舒壓

這只是個人的感覺，或許是因為興趣，

不論是自己解或google/翻code解，就會有種解決問題的成就感

也或許是從解題後，對自己寫code能力會有成長，也對自己更有信心

不要把解題當壓力，若壓力就不要解