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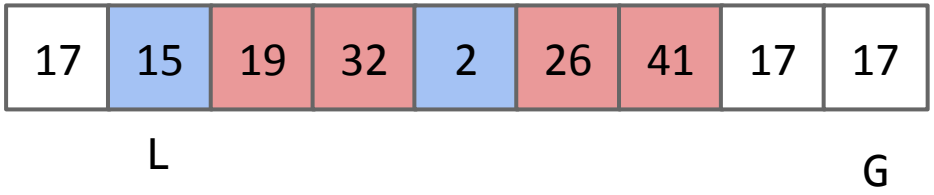
Create L and G pointers at left and right ends.

- L pointer is a friend to small items, and hates large or equal items.
- G pointer is a friend to large items, and hates small or equal items.
- Walk pointers towards each other, stopping on a hated item.
  - When both pointers have stopped, swap and move pointers by one.
- When pointers cross, you are done.

Input:



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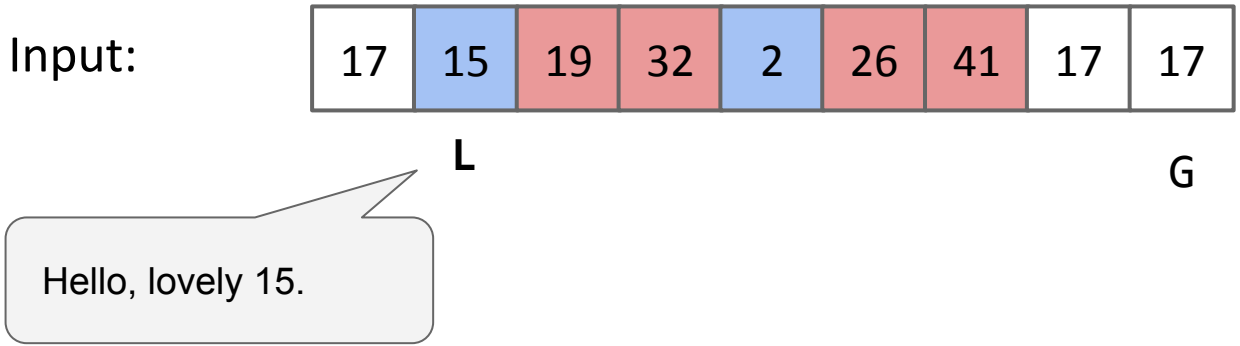

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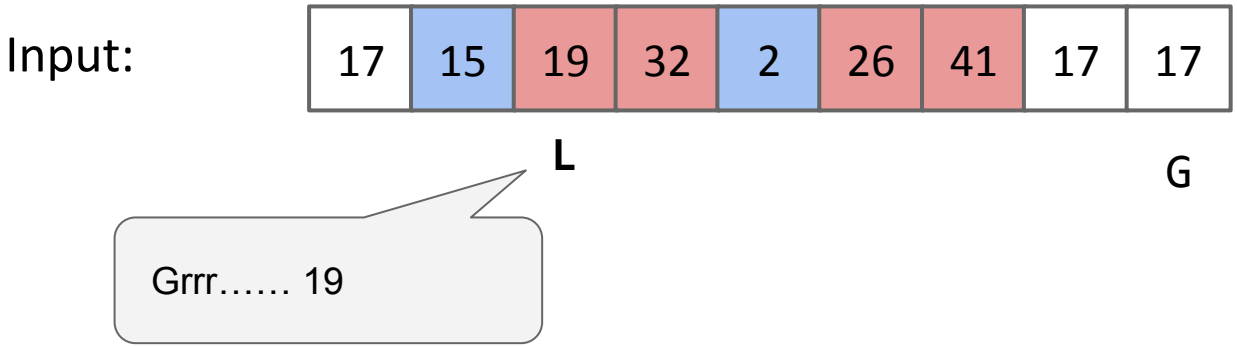

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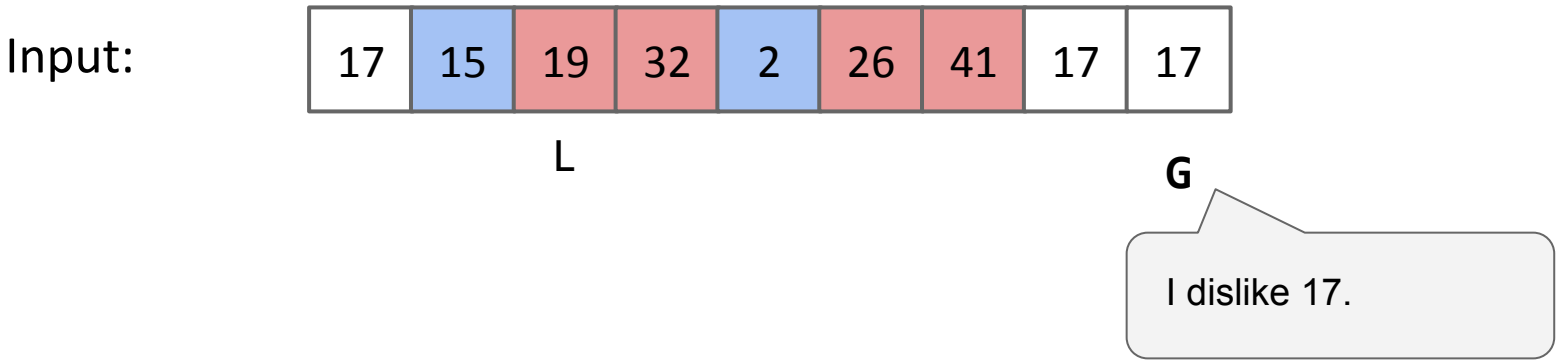

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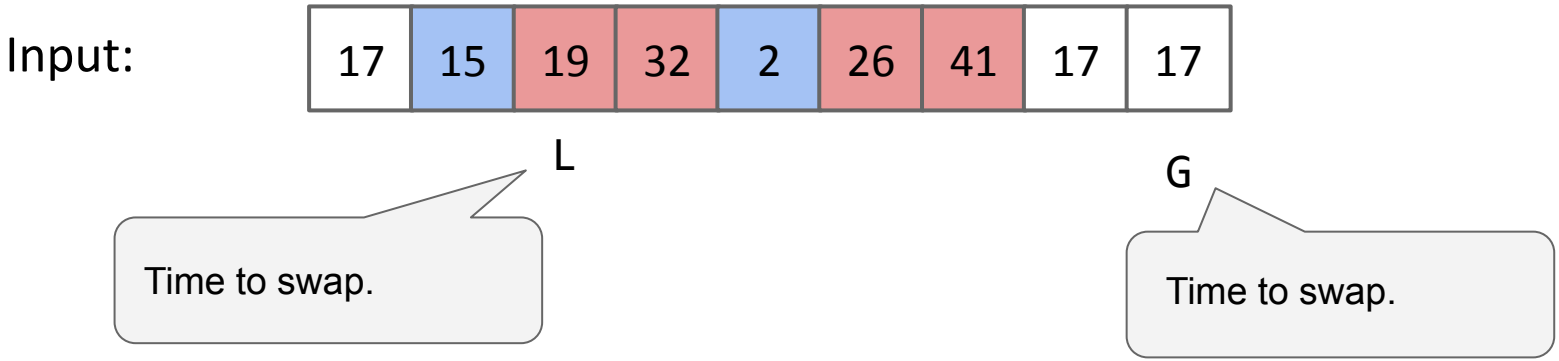

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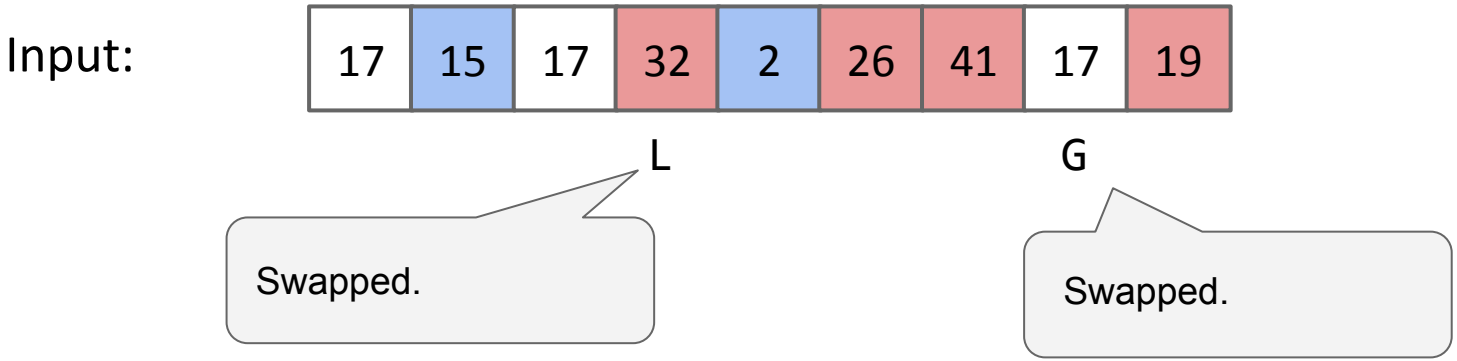

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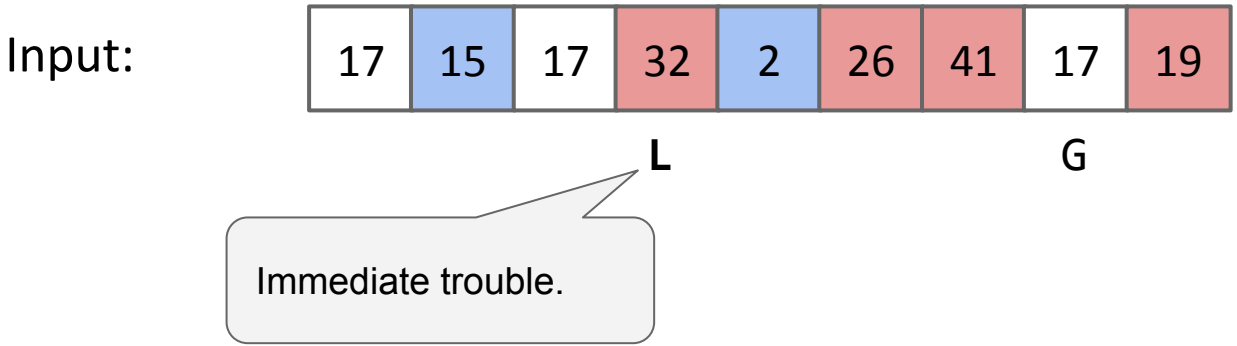

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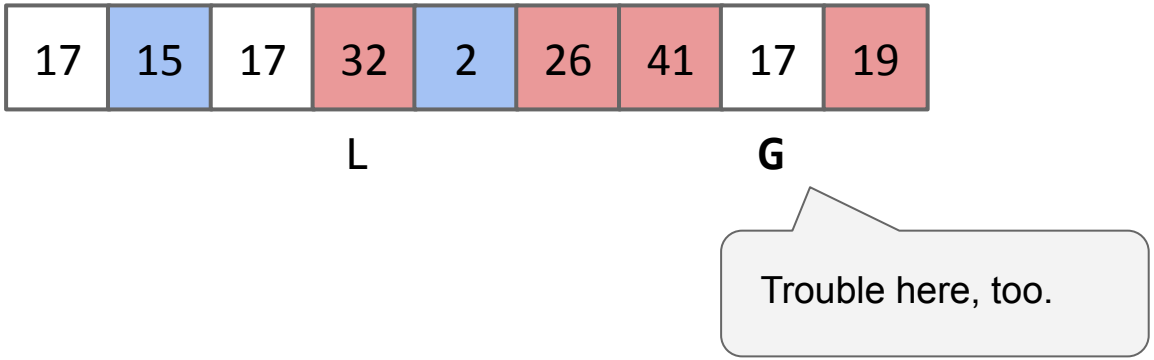

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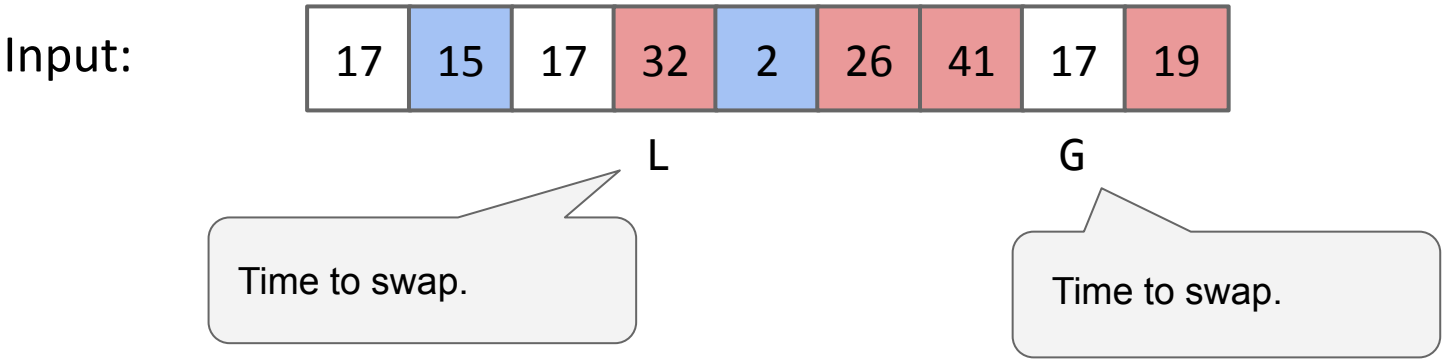

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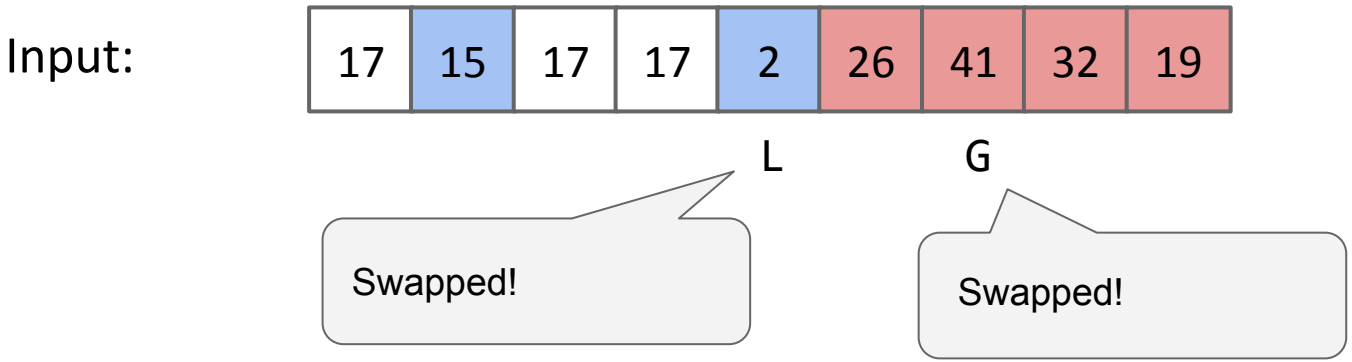

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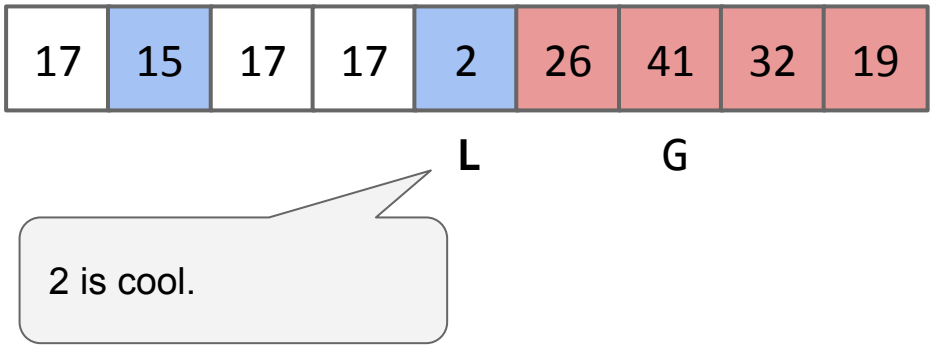

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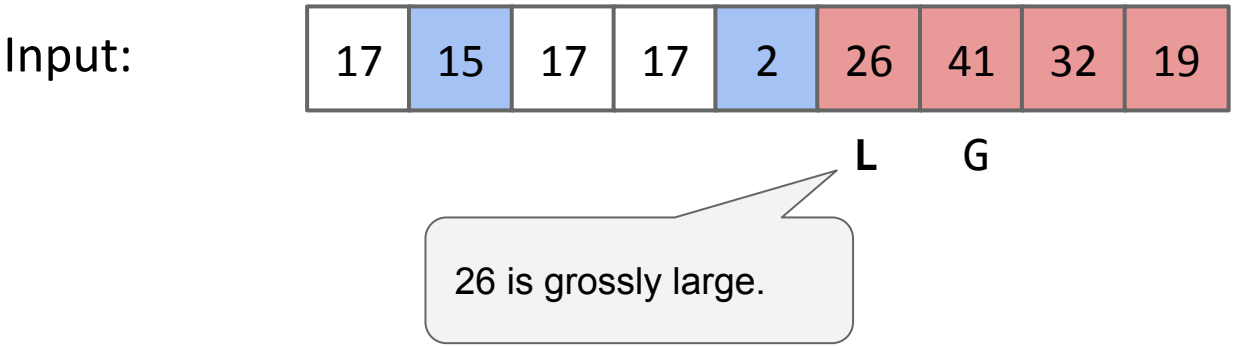

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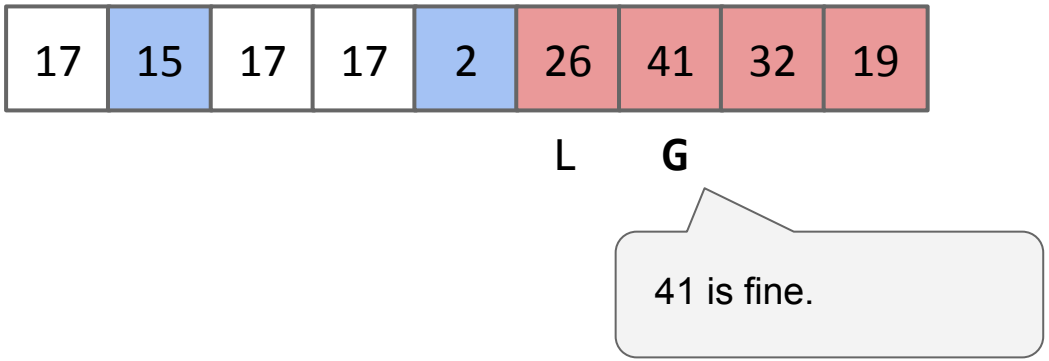

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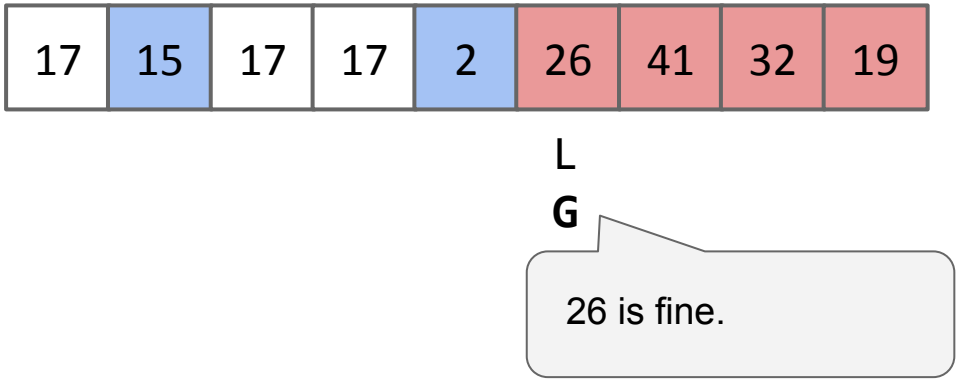

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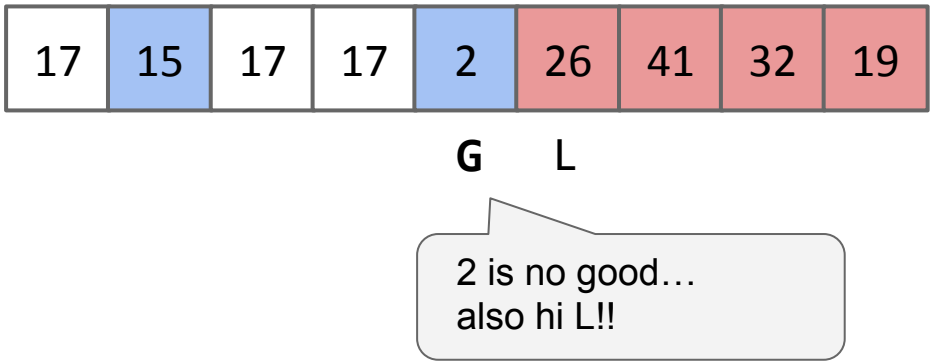

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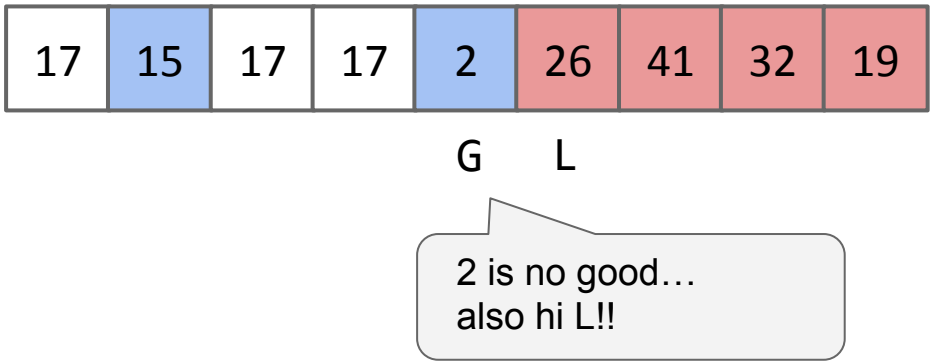

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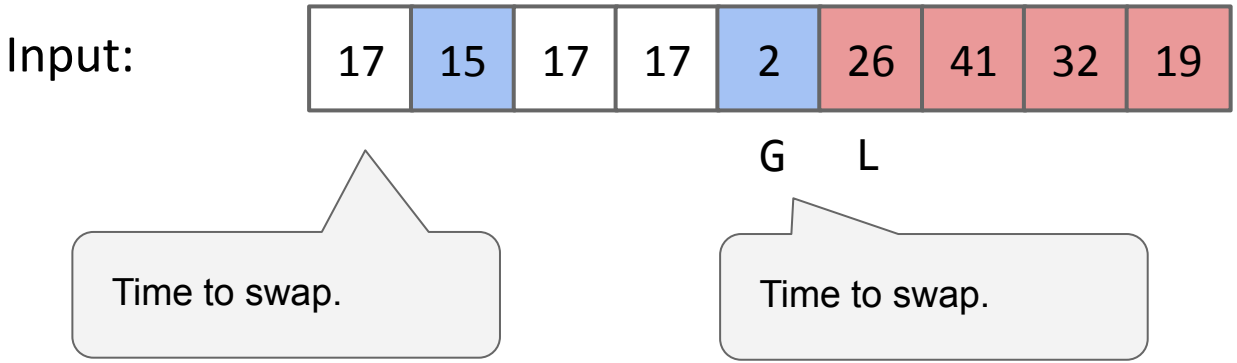

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