

* Max diff b/w any 2 elements : [Optimal Approach]

```
617 function ArrayProblem(arr) {  
618     // Write your code here  
619     let maxDiff = -Infinity;  
620     for (let i = 0; i < n; i++) {  
621         for (let j = i + 1; j < n; j++) {  
622             const diff = Math.abs(arr[i] - arr[j]);  
623             if (diff > maxDiff) {  
624                 maxDiff = diff;  
625             }  
626         }  
627     }  
628     console.log(maxDiff);  
629 }  
630 }
```

$$n = 4$$

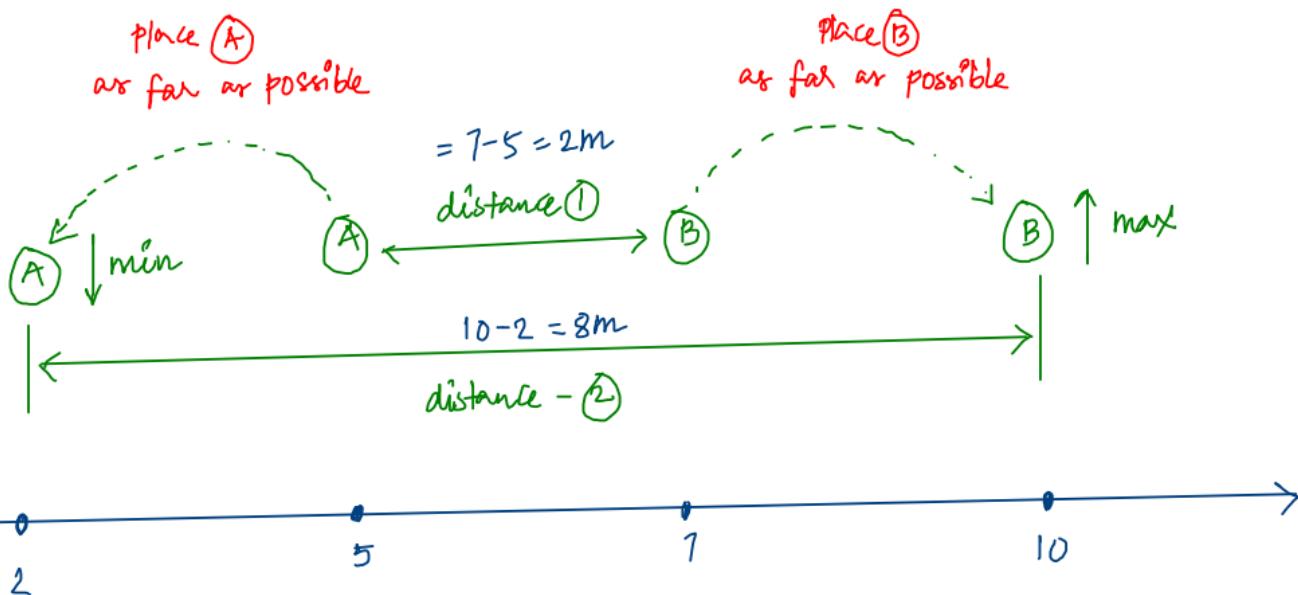
- ① $i=0, j=1, 2, 3, \cancel{4} \rightarrow 3$
- ② $i=1, j=2, 3, \cancel{4} \rightarrow 2$
- ③ $i=2, j=3, \cancel{4} \rightarrow 1$
- ④ $i=3, j=\cancel{4} \rightarrow 0$

Total iterations = total pairs

$$= 3 + 2 + 1 + 0$$

$$= 6 = \frac{n(n-1)}{2} = \frac{n^2-n}{2} \approx \underline{\underline{n^2}}$$

- generated all pairs
- calculated diff of every pair
- keep track of max diff encountered so far.



$$\Rightarrow \text{distance - ②} > \text{distance - ①}$$

diff b/w two elements = distance b/w them

* max Diff = max Ele - min Ele

$\Rightarrow n$ iterations

* $\underline{2^{nd}}$ Largest Element :

Eg: [3, 1, 2, 5, 5, 4, 5, 3]

Op: 4

① removed 1st largest

② find largest among remaining \rightarrow 2nd largest

[0, 1, 2, 3, 4, 5, 6, 7]
[3, 1, 2, ~~5~~, ~~5~~, 4, ~~5~~, 3]

1st largest = 5

\Rightarrow [3, 1, 2, 4, 3]

\Rightarrow largest = 4 \Rightarrow 2nd largest

Now how do I remove 1st largest?

\rightarrow we will not remove we will just ignore that

1. find firstMax

2. find Maximum again by ignoring ele = firstMax

① firstMax = 5

[0, 1, 2, 3, 4, 5, 6, 7]
[3, 1, 2, 5, 5, 4, 5, 3]
 $\uparrow \uparrow \uparrow$ skip \uparrow skip \uparrow
3 > 5 1 > 3 2 > 3 4 > 3 5 > 4

maxEle = 5
= 2nd largest

* Reverse an array:

Eg: [1, 2, 3, 4, 5]

Op: [5, 4, 3, 2, 1]

function reverse(arr) {

* code

*

}

const arr = [1, 2, 3, 4, 5];

reverse(arr);

console.log(arr) // [5, 4, 3, 2, 1]

#1:

extra space

const revArr = [];

```
for (let i = n-1; i >= 0; i--) {  
    revArr.push(arr[i]);  
}
```

[] [8] [5, 4] [5, 4, 3] [5, 4, 3, 2] [5, 4, 3, 2, 1]

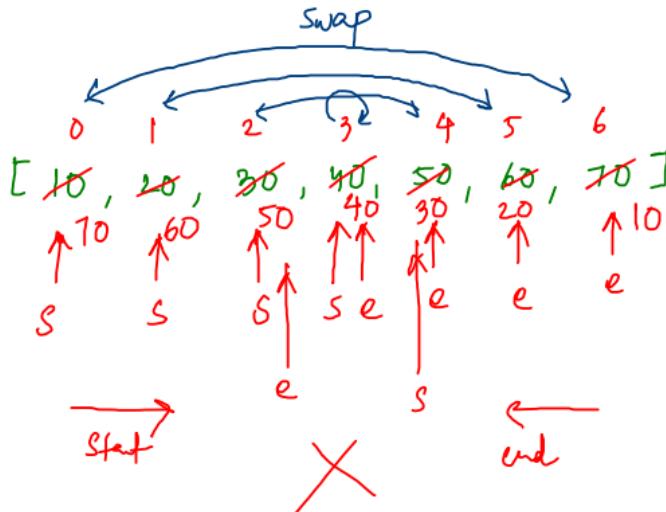
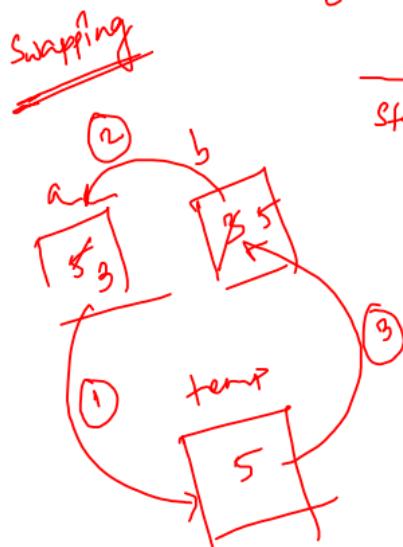
```
for (let i = 0; i < n; i++) {  
    arr[i] = revArr[i];  
}
```

* we need changes in original given array hence
copy revArr to arr.

* this approach uses an extra array.

#2: Two pointer Approach

In-place
solution



$s > e \rightarrow$ stop

let start = 0;
let end = n - 1 = 6

```
while (start <= end) {
    swap (arr[start], arr[end]);
    start++;
    end--;
}
```

let temp = arr[start];
arr[start] = arr[end];
arr[end] = temp;

* How Arrays Work Internally?

```
let a = 10;
```

```
console.log(a);
```

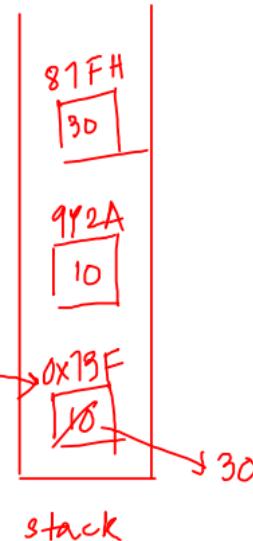
```
let b = a;
```

```
let c = 30;
```

```
a = c;
```

variable	address
a	0x13F
b	992A
c	87FH

} random assumption



stack

address \Rightarrow hexadecimal
System
(base-16)

(0, 1, 2, ..., 9, A, B, C, D, E, F)

const arr = [1, 3, 5, 7];

→ arrays are always created
in heap memory.

②

const arr = [100];

memory location of
1st ele in heap

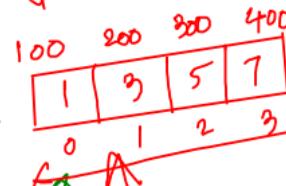
console.log(arr[2]);

variable	address	value
arr	D30F	100

not any simple number



stack



heap

arr[2]
100[2]
5

Console.log(arr);
Console.log(100);
[1, 3, 5, 7]

```

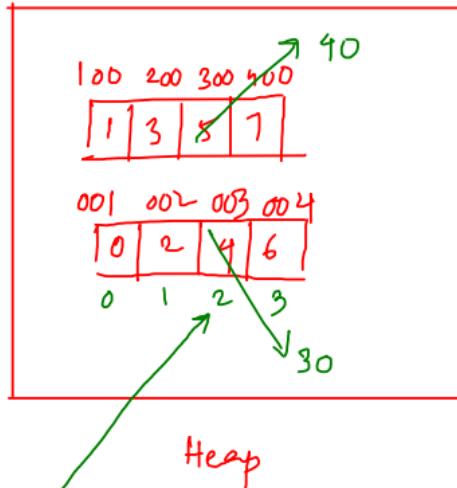
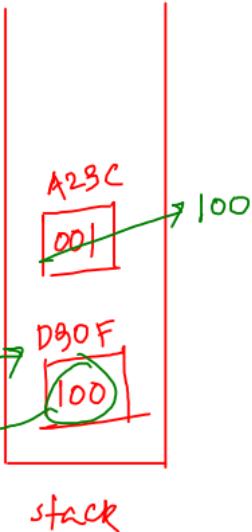
827 let arr = [1, 3, 5, 7];
828 console.log(arr);
829
830 let brr = [0, 2, 4, 6];
831 brr[2] = 30;
832
833 brr = arr; ←
834 arr[2] = 40;
835 console.log(brr);

```

100
⇒ [1, 3, 40, 7]

variable	address
arr	D30F
brr	A23C

brr[2] = 30
⇒ 001[2] = 30



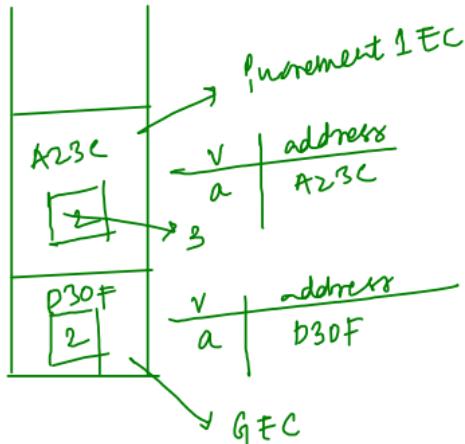
Heap

- * $brr = arr$
- $\Rightarrow brr = 100$
- * $arr[2] = 40$
- $\Rightarrow 100[2] = 40$

→ Pass By Value →

```
839 | function increment1(a) {  
840 |   a++;  
841 | }  
842 |  
843 | let a = 2;  
844 | increment1(a);  
845 | console.log(a);
```

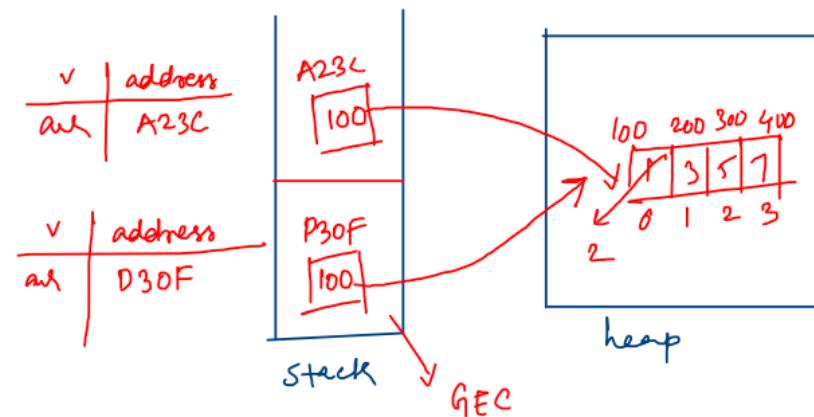
= 2
Changer are not reflected
memory/value



→ Pass by Reference →

```
847 | function increment2(arr) {  
848 |   arr[0]++;  
849 | }  
850 |  
851 | let arr = [1, 3, 5, 7];  
852 | increment2(arr);  
853 | console.log(arr);
```

= 100
Changer are reflected
reference/address
→ [2, 3, 5, 7]



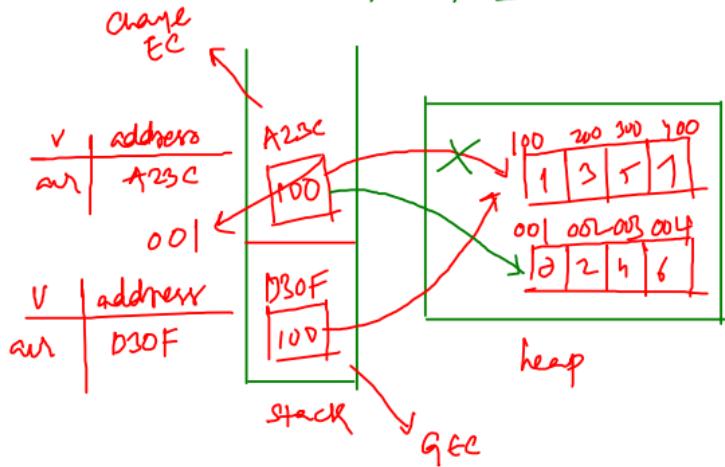
- * Some names don't imply they are same locations

```

857 | function change(arr) {
858 |   arr = [0, 2, 4, 6];
859 |
860 |
861 let arr = [1, 3, 5, 7];
862 change(arr);
863 console.log(arr);

```

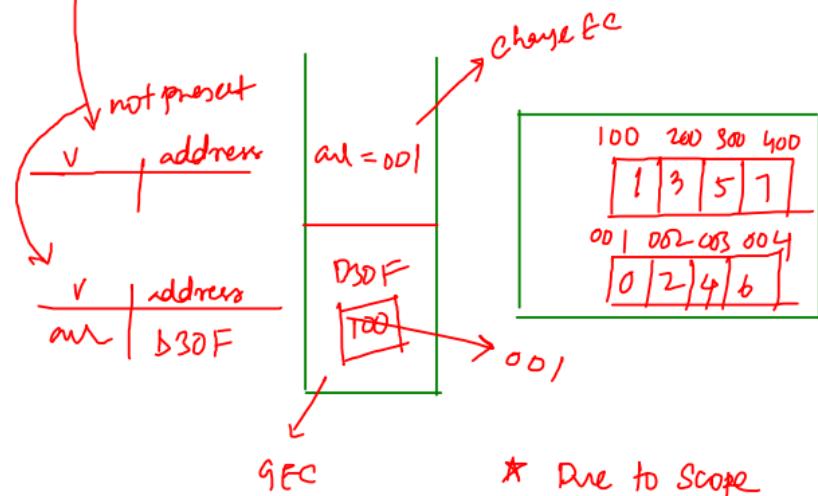
$\Rightarrow [1, 3, 5, 7]$



```

857 | function change() {
858 |   arr = [0, 2, 4, 6];
859 |
860 |
861 let arr = [1, 3, 5, 7];
862 change(arr); change();
863 console.log(arr);

```



* Due to Scope
Chain.