include 1) Find first & last position of element in Sotted # include < stdio.h> int binary search (int * nums, int numslength, int target, int find first) & int left = 0 int right = nums length -1; while (left <= right) {
int mid = left + (right - left)/2; if (nume[mid] = = target) { if (find-first) {

y (mid == 0 || nume [mid - 1]! = larget) {

return mid; right = mid - 1; if (mid = = nrims length - 1 || nrims [mid+] return mid; Felse {

left = mid + 1; 3 else if (mums [mid] < target) {
left = mid + 1;
} else l right = mid - 1;

Page netion -1; int * earch Range (int * mrums, int mrumslungt int tauget, int * returnt size) { * return size = 2; int nesult = (int*) malloc (size of lint). result [0] = binary search (nums, nums lengte target, 1); nesult (1) = binary-search (nrums, nums length, target, 0); return result; Input. nums = [5,7,4,8,8,10] target = 8 output > [3,4] Expected > [3,4]