

CREATE -TARGET-ARRAY-IN GIVEN ORDER

LEETCODE:[ACCORDING TO INDEX INSERT ELEMENTS](#)

Given two arrays of integers `nums` and `index`. Your task is to create *target* array under the following rules:

- Initially *target* array is empty.
- From left to right read `nums[i]` and `index[i]`, insert at index `index[i]` the value `nums[i]` in *target* array.
- Repeat the previous step until there are no elements to read in `nums` and `index`.

Return the *target* array.

It is guaranteed that the insertion operations will be valid.

Example 1:

Input: `nums = [0,1,2,3,4]`, `index = [0,1,2,2,1]`

Output: `[0,4,1,3,2]`

Explanation:

nums	index	target
0	0	[0]
1	1	[0,1]
2	2	[0,1,2]
3	2	[0,1,3,2]
4	1	[0,4,1,3,2]

Example 2:

Input: `nums = [1,2,3,4,0]`, `index = [0,1,2,3,0]`

Output: `[0,1,2,3,4]`

Explanation:

nums	index	target
1	0	[1]
2	1	[1,2]

3	2	[1,2,3]
4	3	[1,2,3,4]
0	0	[0,1,2,3,4]

Example 3:

Input: nums = [1], index = [0]
Output: [1]

Constraints:

- $1 \leq \text{nums.length}, \text{index.length} \leq 100$
- $\text{nums.length} == \text{index.length}$
- $0 \leq \text{nums}[i] \leq 100$
- $0 \leq \text{index}[i] \leq i$

APPROACH

I WILL TAKE AN EXTRA VECTOR AND USING INBUILT C++ STL FUNCTION

"INSERT"

SYNTAX FOR INSERTING AT PARTICULAR INDEX IN C++ IS..

VECTOR_NAME.INSERT(VECTOR_NAME.BEGIN()+(PLACE A NUMBER HERE SUCH THAT FROM BEGINING WHEN ADDED WILL BE THE CORRECT POSITION),VALUE);
HANDLING THE CORNER CASE THAT IS CONSTRAINT GIVEN LENGTH OF BOTH IS SAME

SO I WILL SAY IF INDEX ARRAY HAVING A VALUE GREATER THAN LENGTH OF NUMBER ARRAY

THEN SIMPLY ADD THAT NUMBER ARRAY ELEMENT AT THE END OF TARGET ARRAY.

```
class Solution {
public:
    vector<int> createTargetArray(vector<int>& nums, vector<int>& index) {
        vector<int> ans;
        int n=nums.size();
        for(int i=0;i<n;i++){
            if(index[i]>n){
                ans.push_back(nums[i]);
            }
        }
    }
}
```

```
        else{

            ans.insert(ans.begin()+index[i],nums[i]);

        }
    }
    return ans;

}

};
```