Ouick Sout Algorithm int $avr[] = \{3,1,2,5,8,7,6\}$; int pivol noux = (s+ wunt? int pivot = arr[s]; partition index count = 0; (2)(int i = s+1; i <= e; i++) { if (au[i] <= pivot) while (ix pind E& j> pind) ¿ count ++; Recursion ? shile(au[i] < pivot) i++; Swap (arr (pivotinder), all (sJ) 3 Blule (ann[i]> pivot) j--i give me one sol, I will give you the rest. Totaview Ouestions on Linked Lists: > Cabgemini: > Spiven two linked lists list A & list B find the intersection soint. If not, return mulipto. List B $3 \rightarrow 4 \rightarrow 5$ -> length A -> 4 hed a length B -> 5 Pointer A Pointer B lenA head A -> head P lenb (ree) B_) head A ** Imp (TCS/Accenture/ Math Co) Floyd's Algorithm for Cycle Detection in SLL List: 5 is connected back to Fast Slow folming