```
* Rotate array:-
```

- -> We have to notate the input array to the right by & steps.
- → k is always +ve.
- Do it in-place without any extra space.

## \* Generic approach towards rotating an away

$$arr = [1, 2, 3, 4]$$
 $A = 0$   $[1, 2, 3, 4]$ 

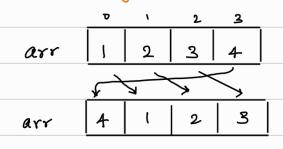
$$k=0$$
 [1,2,3,4]  
 $k=-1$  [2,3,4,1]

$$K=6$$
  $[3,4,1,2]$ 

- $\rightarrow$  We see that l=0, l=4 =4 =4 produce the same result, irrespective of the notation direction.
- → Similary, k=-2, &=-6, k=2 4 k=6 produce same secults.

## .. For large values of k, h= k 1. arr largth

## \* Rotate n'gut :-



We need to store the last element somewhere in order to prevent it from getting overwritten.

-> After storing the last element, suit all elements to right once.

- Doing ettis & times will eventually exotate away right by & times.

\* Rotate left :-

	ס	1	2	3	
arr	,	2	3	4	
arr	4	(	2	3	

We need to store the first element somewhere ien order eta prevent it from getting overwritten.

Approach will be similar as previous, just do left shifting.

Time complexity :- O(kxn) Space complexity: - 0(1)

\* Optimal approach :-

-> Reuse the Generic array logic.

• Rotate right:

· Rotale left:-

are = [1, 2, 3, 4, 5] k=3Reverse of arr = [5, 4, 3, 2, 1]Reverse n-k to n-1 = [5, 4, 1, 2, 3]reverse 0 to n-k-1 = [4, 5, 1, 2, 3]  $ar = \begin{bmatrix} 1, 2, 3, 4 \end{bmatrix}$  k = 3  $\begin{bmatrix} 4, 3, 2, 1 \end{bmatrix}$   $\begin{bmatrix} 4, 1, 2, 3 \end{bmatrix}$   $\begin{bmatrix} 4, 1, 2, 3 \end{bmatrix}$ 



