* Peroblem statement:

- We are given a input away & we are supposed to find its next permutation.
- Permutation is arrangement of clements in a sequence.
- I The next permutation of an array of integers is the next lesicographically greater permutation of its integers.

* Example:

All pessible permutations are:
$$\begin{bmatrix} 1, 2, 3 \end{bmatrix}$$

$$\begin{bmatrix} 1, 3, 2 \end{bmatrix}$$

$$\begin{bmatrix} 2, 1, 3 \end{bmatrix}$$

$$\begin{bmatrix} 2, 3, 1 \end{bmatrix}$$

$$\begin{bmatrix} 3, 1, 2 \end{bmatrix}$$

$$\begin{bmatrix} 3, 2, 1 \end{bmatrix}$$

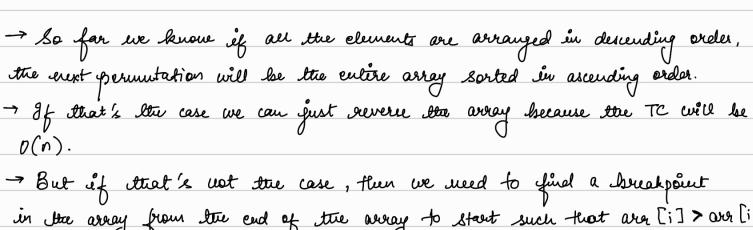
Here for every arrangement, its next permutation is the next livicographical greater permutation.

Note / Courtraints:

- Replacement should be in-place.
- Only use constant extra enemony.

* Solution:

$$aux = \begin{bmatrix} 1 & 5 & 8 & 4 & 5 & 6 & 4 & 8 \\ 1 & 5 & 8 & 4 & 7 & 6 & 5 & 3 & 1 \end{bmatrix}$$
..... 10x 1000 100 10 1



in the array from the end of the away to start such that are [i] > over [i-1].

-> We are doing it from the end seconse if there is a decreasing
sequence then its vext permutation will be just the away in ascending
order.

breakpoint

All there elements are in decreasing order.

- -7 Once the breakpoint is found, we store that element & its suspective index to easy manipulation.
- → If no breakpoint is found, the away is in decreasing order & we just need to reverse it.
- I Since, we have found a breakpoint, have we need to swap it with the element that is just greater than the breakpoint.

- It from the end of the array because all the element to the right of the hreakpoint are in decreasing order.
- Once we find the ideal cardidate, we swap it with the breakpoint.

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After swapping,
           [1,5,8,5,7,6,4,3,1]
→ In this way, are see that everything to the sight of the breakpoint
index is in decreasing order.

- Now, we just reverse from (breakpoint index +1) to the end of the
[1,5,8,5,1,3,4,6,7]

-> And this is the next possible permetation.
 function next Permutation (are) }
                                             TC:- 0 (n)
                                             SC:- 0 (1)
    court n = nums. length;
   let breakpoint = -1, idx Breakpoint = -1;
   for (let i=n-1; i70; i--) }
       if (arr [i] > arr [i-]) { = Breakpoint found
         breakpoint = arr[i-i];
         idxBreakpoint = i-1;
        Sorcak; - Because we don't would to keep of searching for
                new Sevakpoints.
   if ( idx Breakpaint != -1) {
    for (let j=n-1; j > idxBreakpoint; j--) &
         if (au [j] > breakpoint) &
             [aux [j], aux [idx Breakpoint]] = [aux [idx Breakpoint], aux [j]];
            break; -> No more swapping sugained
Reverse (arr, idx Breakpoint + 1, n-1);
```