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Find the minimum distance between two numbers

Given an unsorted array `arr[]` and two numbers `x` and `y`, find the minimum distance between `x` and `y` in `arr[]`. The array might also contain duplicates. You may assume that both `x` and `y` are different and present in `arr[]`.

Examples:

Input: `arr[] = {1, 2}`, `x = 1`, `y = 2`

Output: Minimum distance between 1 and 2 is 1.

Input: `arr[] = {3, 4, 5}`, `x = 3`, `y = 5`

Output: Minimum distance between 3 and 5 is 2.

Input: `arr[] = {3, 5, 4, 2, 6, 5, 6, 6, 5, 4, 8, 3}`, `x = 3`, `y = 6`

Output: Minimum distance between 3 and 6 is 4.

Input: `arr[] = {2, 5, 3, 5, 4, 4, 2, 3}`, `x = 3`, `y = 2`

Output: Minimum distance between 3 and 2 is 1.

Method 1 (Simple)

Use two loops: The outer loop picks all the elements of `arr[]` one by one. The inner loop picks all the elements after the element picked by outer loop. If the elements picked by outer and inner loops have same values as `x` or `y` then if needed update the minimum distance calculated so far.

```
#include <stdio.h>
#include <stdlib.h> // for abs()
#include <limits.h> // for INT_MAX

int minDist(int arr[], int n, int x, int y)
{
    int i, j;
    int min_dist = INT_MAX;
    for (i = 0; i < n; i++)
    {
        for (j = i+1; j < n; j++)
        {
            if( (x == arr[i] && y == arr[j]) ||
                y == arr[i] && x == arr[j]) && min_dist > abs(i-j))
            {
                min_dist = abs(i-j);
            }
        }
    }
}
```

```

    return min_dist;
}

/* Driver program to test above fnction */
int main()
{
    int arr[] = {3, 5, 4, 2, 6, 5, 6, 6, 5, 4, 8, 3};
    int n = sizeof(arr)/sizeof(arr[0]);
    int x = 3;
    int y = 6;

    printf("Minimum distance between %d and %d is %d\n", x, y,
           minDist(arr, n, x, y));
    return 0;
}

```

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Output: *Minimum distance between 3 and 6 is 4*

Time Complexity: $O(n^2)$

Method 2 (Tricky)

- 1) Traverse array from left side and stop if either x or y is found. Store index of this first occurrence in a variable say *prev*
- 2) Now traverse *arr[]* after the index *prev*. If the element at current index *i* matches with either x or y then check if it is different from *arr[prev]*. If it is different then update the minimum distance if needed. If it is same then update *prev* i.e., make *prev = i*.

Thanks to [wgpshashank](#) for suggesting this approach.

```

#include <stdio.h>
#include <limits.h> // For INT_MAX

int minDist(int arr[], int n, int x, int y)
{
    int i = 0;
    int min_dist = INT_MAX;
    int prev;

    // Find the first occurrence of any of the two numbers (x or y)
    // and store the index of this occurrence in prev
    for (i = 0; i < n; i++)
    {
        if (arr[i] == x || arr[i] == y)
        {
            prev = i;
            break;
        }
    }

    // Traverse after the first occurrence
    for (; i < n; i++)
    {
        if (arr[i] == x || arr[i] == y)
        {
            // If the current element matches with any of the two then
            // check if current element and prev element are different
            // Also check if this value is smaller than minimm distance so far
            if (arr[prev] != arr[i] && (i - prev) < min_dist )

```

```
        {
            min_dist = i - prev;
            prev = i;
        }
        else
            prev = i;
    }
}

return min_dist;
}

/* Driver program to test above fnction */
int main()
{
    int arr[] = {3, 5, 4, 2, 6, 3, 0, 0, 5, 4, 8, 3};
    int n = sizeof(arr)/sizeof(arr[0]);
    int x = 3;
    int y = 6;

    printf("Minimum distance between %d and %d is %d\n", x, y,
           minDist(arr, n, x, y));
    return 0;
}
```

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Output: *Minimum distance between 3 and 6 is 1*

Time Complexity: $O(n)$

Please write comments if you find the above codes/algorithms incorrect, or find other ways to solve the same problem.



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