

```

//{ Driver Code Starts
#include <bits/stdc++.h>
using namespace std;

// } Driver Code Ends

class Solution
{
public:
    // Function to swap elements:
    void swap(int *a, int *b)
    {
        int t = *a;
        *a = *b;
        *b = t;
    }

    // Function to rearrange array (find the partition point)
    int partition(int array[], int low, int high)
    {
        // Select the rightmost element as pivot
        int pivot = array[high];

        // Pointer for greater element
        int i = (low - 1);

        /*
        Traverse each element of the array and
        compare them with the pivot:
        */
        for (int j = low; j < high; j++)
        {
            if (array[j] <= pivot)
            {
                /*
                If an element smaller than the pivot is found,
                swap it with the greater element pointed by i:
                */
                i++;

                // Swap element at i with element at j:
                swap(&array[i], &array[j]);
            }
        }

        // Swap pivot with the greater element at i:
        swap(&array[i + 1], &array[high]);

        // Return the partition point:
        return (i + 1);
    }
}

```

```

void quickSort(int array[], int low, int high)
{
    if (low < high)
    {
        /*
        Find the pivot element such that:
        elements smaller than pivot are to the left of pivot,
        and elements greater than pivot are to the right of
pivot:
        */
        int pi = partition(array, low, high);

        // Recursive call on the left of pivot:
        quickSort(array, low, pi - 1);

        // Recursive call on the right of pivot:
        quickSort(array, pi + 1, high);
    }
}

long long int minValue(int a[], int b[], int n)
{
    // Your code goes here

    /*
    Sort arrays a[] and b[] using the "quicksort" algorithm
above
    into increasing arrays:
    */
    quickSort(a, 0, n - 1);
    quickSort(b, 0, n - 1);

    /*
    Initialise a 64 bit integer counter as "minsum",
    where the 'long long' (64 bit size) is needed for
    the larger test cases:
    */
    long long int minsum = 0;

    /*
    Take the ith element a[i] of the sorted a[] array, and
    multiply it with the (n-i-1) element b[n-i-1] of the
    sorted b[n-i-1] array (as they are both sorted into
    an increasing order):
    */
    for (int i = 0; i < n; i++)
    {
        minsum += a[i] * b[n - i - 1];
    }

    return minsum;
}
};

```

```
//{ Driver Code Starts.
int main()
{
    int t;
    cin >> t;
    while (t--)
    {
        int n, i;
        cin >> n;
        int a[n], b[n];
        for (i = 0; i < n; i++)
            cin >> a[i];
        for (i = 0; i < n; i++)
            cin >> b[i];
        Solution ob;
        cout << ob.minValue(a, b, n) << endl;
    }

    return 0;
}
// } Driver Code Ends
```

Output Window

Compilation Results Custom Input

Problem Solved Successfully ✓

💡 You get marks only for the first correct submission if you solve the problem without viewing the full solution.

Test Cases Passed:

150 /150

Your Total Score:

5

Total Time Taken:

0.55

Correct Submission  
Count:

4

Attempts No.:

15

```
73
74     long long int minValue(int a[], int b[], int n)
75     {
76         // Your code goes here
77
78         /*
79         Sort arrays a[] and b[] using the "quicksort" algorithm above
80         into increasing arrays:
81         */
82         quickSort(a, 0, n - 1);
83         quickSort(b, 0, n - 1);
84
85         /*
86         Initialise a 64 bit integer counter as "minsum",
87         where the 'long long' (64 bit size) is needed for
88         the larger test cases:
89         */
90         long long int minsum = 0;
91
92         /*
93         Take the ith element a[i] of the sorted a[] array, and
94         multiply it with the (n-i-1) element b[n-n-i] of the
95         sorted b[n-i-1] array (as they are both sorted into
96         an increasing order):
97         */
98         for (int i = 0; i < n; i++)
99         {
100             minsum += a[i] * b[n - i - 1];
101         }
102
103         return minsum;
104     }
105 };
```

