

**LeetCode 75. Sort Colors****1. Problem Title & Link**

- **75. Sort Colors**
- <https://leetcode.com/problems/sort-colors/>

**2. Problem Statement (Short Summary)**

Given an array `nums` with `n` objects colored red, white, or blue, sort them **in-place** so that objects of the same color are adjacent, and colors are in the order: 0 → red, 1 → white, 2 → blue

**3. Examples (Input → Output)**

Input: `nums = [2,0,2,1,1,0]`

Output: `[0,0,1,1,2,2]`

Input: `nums = [2,0,1]`

Output: `[0,1,2]`

**4. Constraints**

- `n == nums.length`
- `1 <= n <= 300`
- `nums[i] ∈ {0, 1, 2}`

**5. Thought Process (Step by Step)**

This problem is not just sorting — it's about **in-place partitioning**. You must reorder without using built-in sort and **O(1)** space.

**Approach 1: Counting Sort (Simple but not elegant)**

Count how many 0s, 1s, and 2s, then overwrite the array.

✅ Works but not *in-place* partition logic (less preferred for interviews).

✅ **Approach 2: Dutch National Flag Algorithm (Optimal & Beautiful 💡 )**

We use **three pointers**:

- `low` → next position of 0
- `mid` → current index
- `high` → next position of 2

The array is divided conceptually into 4 regions:

`[0..low-1]` → all 0s

`[low..mid-1]` → all 1s

`[mid..high]` → unknowns (to process)

`[high+1..n-1]` → all 2s

**Algorithm Steps:**

1. Initialize low = 0, mid = 0, high = n-1
2. While mid <= high:
  - If nums[mid] == 0: swap nums[low] ↔ nums[mid], then low++, mid++
  - If nums[mid] == 1: just mid++
  - If nums[mid] == 2: swap nums[mid] ↔ nums[high], then high-- (don't increment mid yet)

This works because:

- 0s go to front (low)
- 2s go to end (high)
- 1s stay naturally in the middle

**6. Pseudocode**

low = 0

mid = 0

high = n - 1

while mid <= high:

  if nums[mid] == 0:

    swap(nums[low], nums[mid])

    low++, mid++

  else if nums[mid] == 1:

    mid++

  else:

    swap(nums[mid], nums[high])

    high--

**7. Code Implementation****✓ Python**

class Solution:

  def sortColors(self, nums: List[int]) -> None:

    low, mid, high = 0, 0, len(nums) - 1

    while mid <= high:

      if nums[mid] == 0:

        nums[low], nums[mid] = nums[mid], nums[low]

        low += 1

        mid += 1

      elif nums[mid] == 1:

        mid += 1

      else:

        nums[mid], nums[high] = nums[high], nums[mid]

        high -= 1



### ✓ Java

```
class Solution {
    public void sortColors(int[] nums) {
        int low = 0, mid = 0, high = nums.length - 1;

        while (mid <= high) {
            if (nums[mid] == 0) {
                int temp = nums[low];
                nums[low] = nums[mid];
                nums[mid] = temp;
                low++; mid++;
            } else if (nums[mid] == 1) {
                mid++;
            } else {
                int temp = nums[mid];
                nums[mid] = nums[high];
                nums[high] = temp;
                high--;
            }
        }
    }
}
```

### 8. Time & Space Complexity

- **Time:**  $O(n)$  — single traversal
- **Space:**  $O(1)$  — in-place

### 9. Dry Run (Step-by-Step Execution)

👉 Input: [2,0,2,1,1,0]

Step	low	mid	high	nums[mid]	Action	Array
1	0	0	5	2	swap mid↔high → high--	[0,0,2,1,1,2]
2	0	0	4	0	swap low↔mid → low++, mid++	[0,0,2,1,1,2]
3	1	1	4	0	swap low↔mid → low++, mid++	[0,0,2,1,1,2]
4	2	2	4	2	swap mid↔high → high--	[0,0,1,1,2,2]
5	2	2	3	1	mid++	[0,0,1,1,2,2]
6	2	3	3	1	mid++	[0,0,1,1,2,2]

✓ Output: [0,0,1,1,2,2]



## 10. Concept Insight Table

Core Concept	Common Use Cases	Common Traps	Builds / Next Steps
<b>Dutch National Flag (3-way Partitioning)</b> — partition array into 3 regions using constant space.	- 3-category problems (colors, negatives/zeros/positives) - QuickSort partition logic - In-place classification tasks	- Incrementing mid after swapping with high (wrong) - Mismanaging pointer order (low, mid, high) - Forgetting that array is modified in-place	♦ Builds to <b>LeetCode 912 (Sort an Array)</b> (QuickSort partitioning) ♦ Connects to <b>partition-based sorting</b> (like QuickSelect) ♦ Reinforces <b>pointer invariants and state transitions</b>

## 11. Common Mistakes / Edge Cases

- Incrementing both pointers after swapping with high (causes missed elements).
- Forgetting in-place constraint (using extra arrays).
- Confusing with “count and overwrite” approach (works but less elegant).

## 12. Variations / Follow-Ups

- Sort array with **k colors** → use counting or generalized partitioning.
- Partition array by **negative / zero / positive** → same algorithm.
- Use it to understand **QuickSort partition step** deeply.