

## Pattern-6 (Move / Rearrangement Pattern)

A pattern where elements are repositioned inside the array based on a condition, usually without changing the relative order (stable rearrangement).

↳ When to use

Use this problem when the problem involves-

- Moving certain elements to front/end
- Rearranging based on condition (zero, negative, even/odd)
- Doing it in place
- Preserving Order (V.V. Imp.)

↳ Core Idea

Use a slow pointer to track the correct pos.

Use a fast pointer to scan the array.

↳ Time Complexity -  $O(n^2)$

Space Complexity -  $O(1)$

→ Interview | Single word - Move all, Rearrange, Segregate, push to end/begin to front, maintain order.

→ THINK MOVE / REARRANGEMENT Patterns

↳ One Line Interview Answer:

"we use a two pointer rearrangement

technique to move elements in place while preserving order".

↳ Question on the skillshare sheet on Day 14