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###### pseudo-code of the algorithm for the `IsSumFound` function:#####
```plaintext
Function IsSumFound(arr: Array of int, n: int, sum: int) -> (int, int):
 Initialize two pointers, left = 0 and right = n - 1
 While left < right:
 currentSum = arr[left] + arr[right]
 If currentSum == sum:
 Return 1, left, right // Sum found, return 1 and the indexes
 If currentSum < sum:</pre>
 Increment left // Move towards larger elements
 Else:
 Decrement right // Move towards smaller elements
 Return 0, -1, -1 // Sum not found, return 0 and -1 for indexes
######### explanation of the algorithm: ##########
1. Initialize two pointers, `left` and `right`, at the beginning and end of the
sorted array, respectively.
2. Enter a loop that continues as long as `left` is less than `right`.
3. Calculate the current sum of the elements at positions `left` and `right`.
4. If the current sum is equal to the target sum, return `1` along with the indexes
`left` and `right`.
5. If the current sum is less than the target sum, move the `left` pointer to the
right, increasing the sum.
6. If the current sum is greater than the target sum, move the `right` pointer to
the left, decreasing the sum.
7. If the loop finishes without finding a valid sum, return `0` along with `-1` for
the indexes to indicate that the sum was not found.
######### implementation ##########
#include <stdio.h>
int IsSumFound(int arr[], int n, int sum, int *index1, int *index2)
 int left = 0;
 int right = n - 1;
 while (left < right)</pre>
 int currentSum = arr[left] + arr[right];
 if (currentSum == sum)
 *index1 = left;
 *index2 = right;
 return 1; // Sum found
```

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}
 if (currentSum < sum)</pre>
 left++;
 }
 else
 right--;
 }
 }
 return 0; // Sum not found
}
int main()
 int arr[] = \{2, 4, 7, 12, 14\};
 int n = sizeof(arr) / sizeof(arr[0]);
 int sum = 21;
 int index1, index2;
 int result = IsSumFound(arr, n, sum, &index1, &index2);
 if (result == 1)
 {
 printf("Sum found: %d + %d = %d\n", arr[index1], arr[index2], sum);
 else
 {
 printf("Sum not found.\n");
 return 0;
}
```