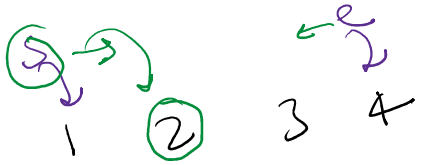
2.14 - Two Pointers

Sunday, July 6, 2025 10:42 AM

Is Technique → not an algo
↓ well defined steps
way of solving problems

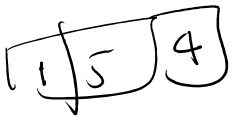
Two Sum



a[s] + a[e] = 5

6

```
int arr[] = new int[2]
arr[0] = A[s];
arr[1] = A[e];
```



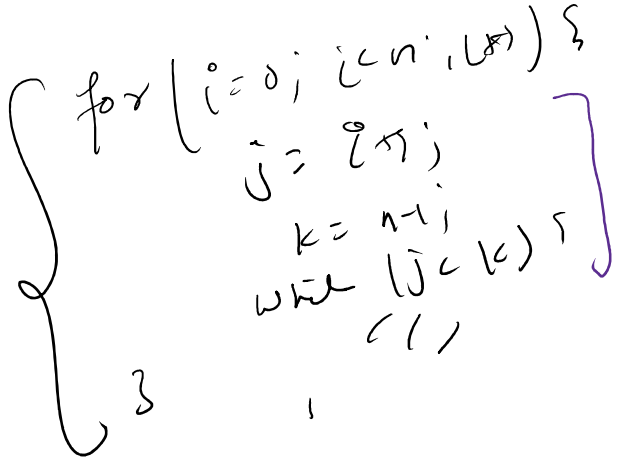

```
int arr[] = new int[] {1,5,4};
```

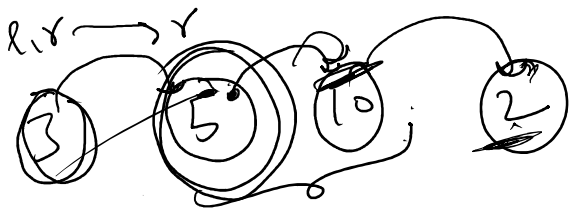
3 sum

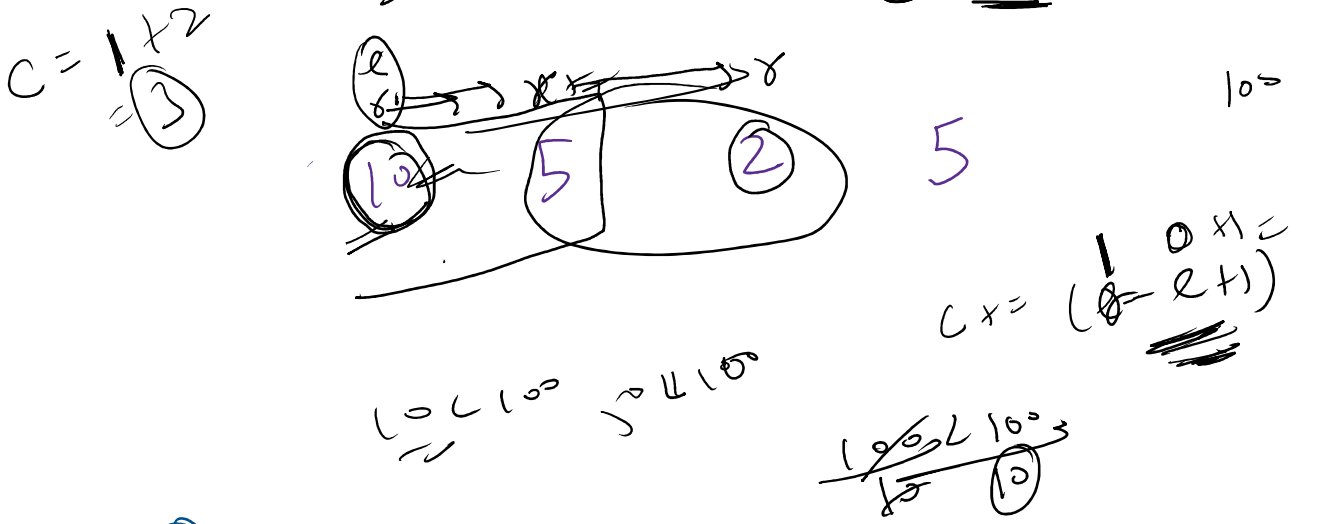
E2,0,2}

i
1, 2, -2, 0, 1


```
for(i=0; i<n; i++){
  for(j=i+1; j<n; j++){
    for(k=j+1; k<n; k++){
      if(a[i]+a[j]+a[k]==0){
      }
    }
  }
```

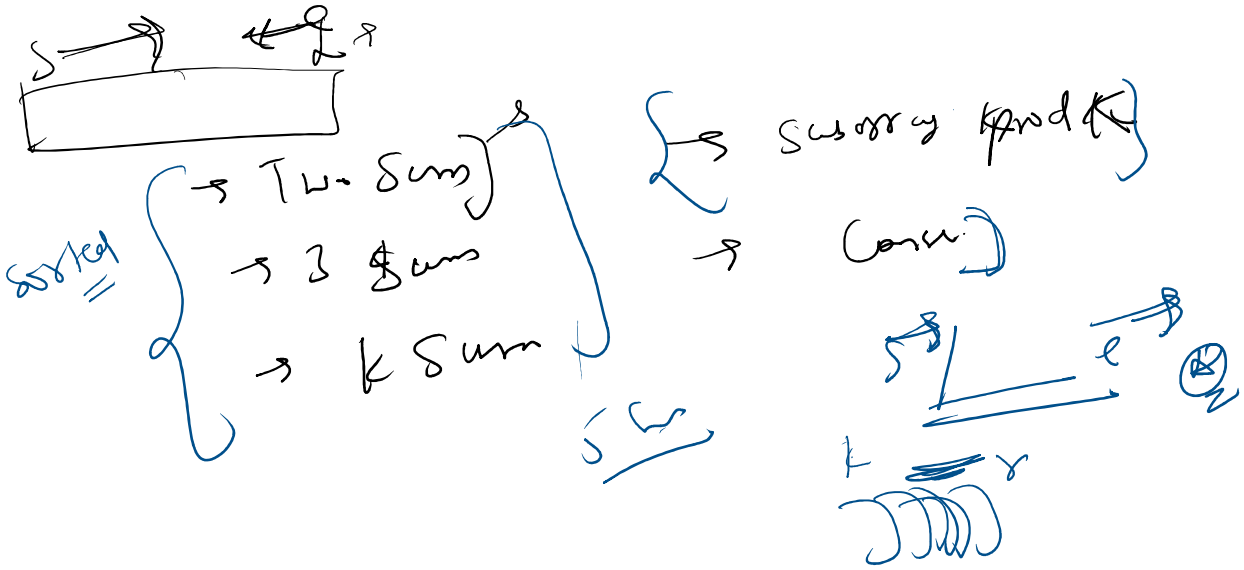






(3)

(*) The number of 'New' subarrays b/w r and l is (r-l+1).



Pillars of OOPS

- Class
- Object
- Encapsulation
- Inheritance
- Polymorphism
- Abstraction

this
super
static
Public
private

final is to make something immutable

- variable
- method
- class

→ m
→ class

[[[

Diff b/w static and final variables

⇒ static belongs to a class whereas final belongs to objects.

⇒ static variables are mutable but final variables are immutable.

⇒ final variable has to be initialized during the class definition or in the constructor.

⇒ final method

→ [final methods can not be overridden]

⇒ final class

A final class cannot be inherited.