Three Number Sum

```
| nput: array = [2,1,2,2,2,3,4,2]
to Move = 2

Output: [1,3,4,2,2,2,2,2]
// 1,3,4 could be ordered differently
```

```
Input: An array of integers and An integer
```

Output: An arroy where all instances of the given injut integer in the array is moved to the end of the array

Tine: O(1) (where n is the length of the input army) since we loop over every element of the input array

Space: O(1) since we do not store any values, we just swap them

Idea: Have two pointers at either end of the array. We swap the values at these pointers with each other based on certain conditions

Mistake # 1: Second while loop. We need a while loop here so that we can keep decrementing the right Pointer until !== to Mov. We must check if left Pointer < right Pointer at each iteration since we are decrementing the right Pointer

Mistake #2 leftPainter++. We should move it to the end of our logic be in any cose, me always want to increment the lettPainter after an iteration