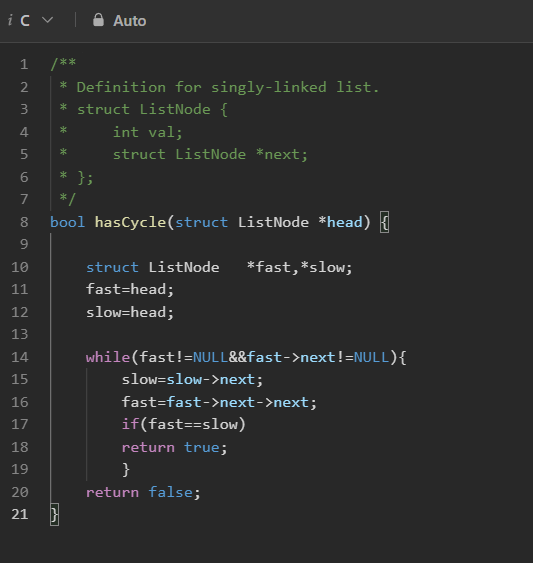


**Solution**

**Fast and Slow Pointers**

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