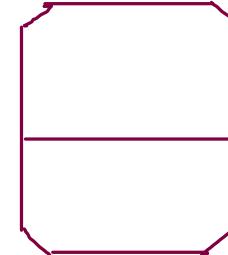


# LRU Cache

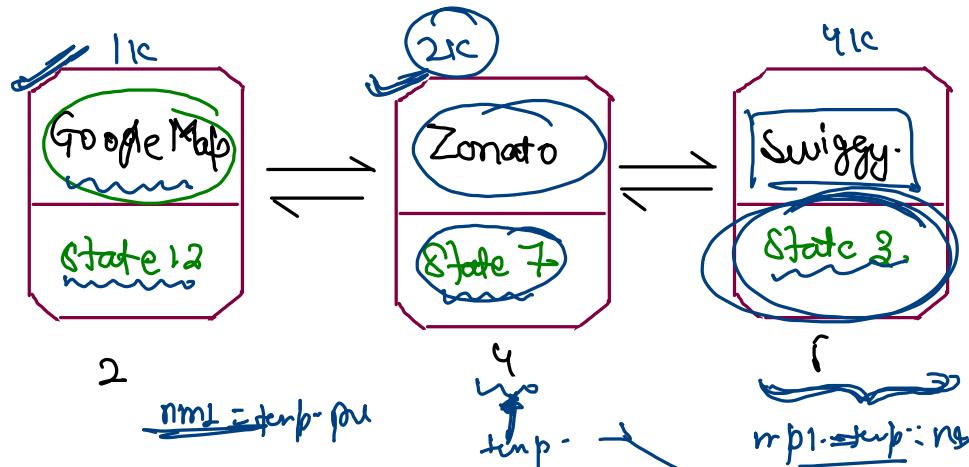
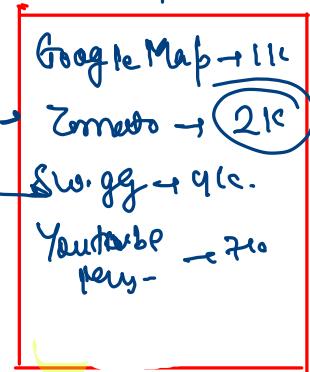
Recent tabs } → limited Recent Apps  
 Mobile

limit = 4. ] 4 Recent Apps.

- More than limits.  
 → Remove head  
 $\text{temp} = \text{map.get}(\text{recent})$



Map -



2

4

1

2

task

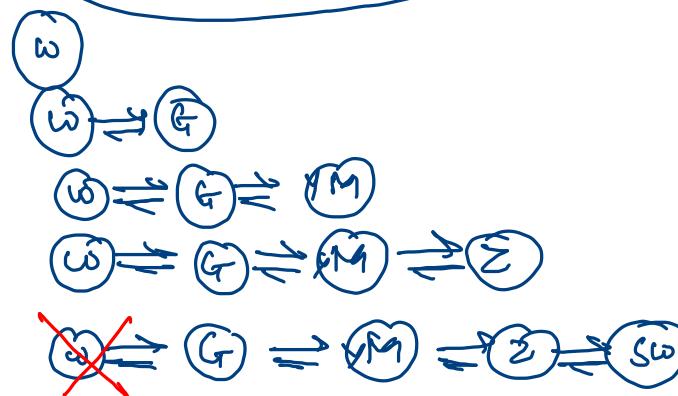
① WhatsApp → (45)

② Google Map → 12

③ YouTube Music → 5

④ Zomato state → 7

⑤ Swiggy state 2 →



② YouTube Music

↳ previous app reopen

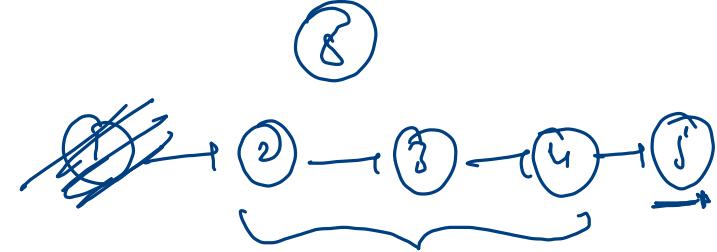
→ idea  
 → Hashmap → App Name.

Key → App. Name- }  
 Value → Node- }

↳ Address of  
 Node-

## Structure of Node

data → int key  
int value  
Node next  
Node prev



## Initialisation

- ✓ capacity
- ✓ → Map

Map → Integer → Key

Node → Value

## Get

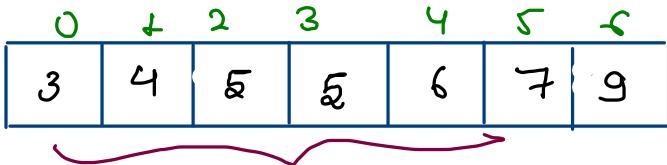
## put

Updation (map have key)

Generation → if capacity available

(key is absent in map) → if capacity is full

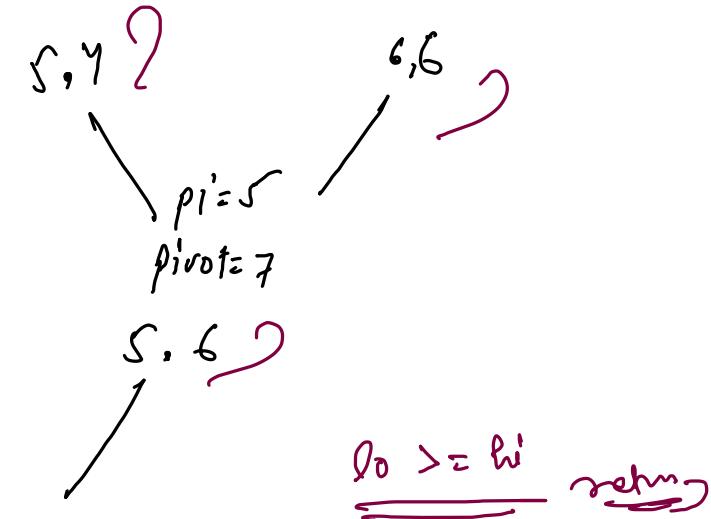
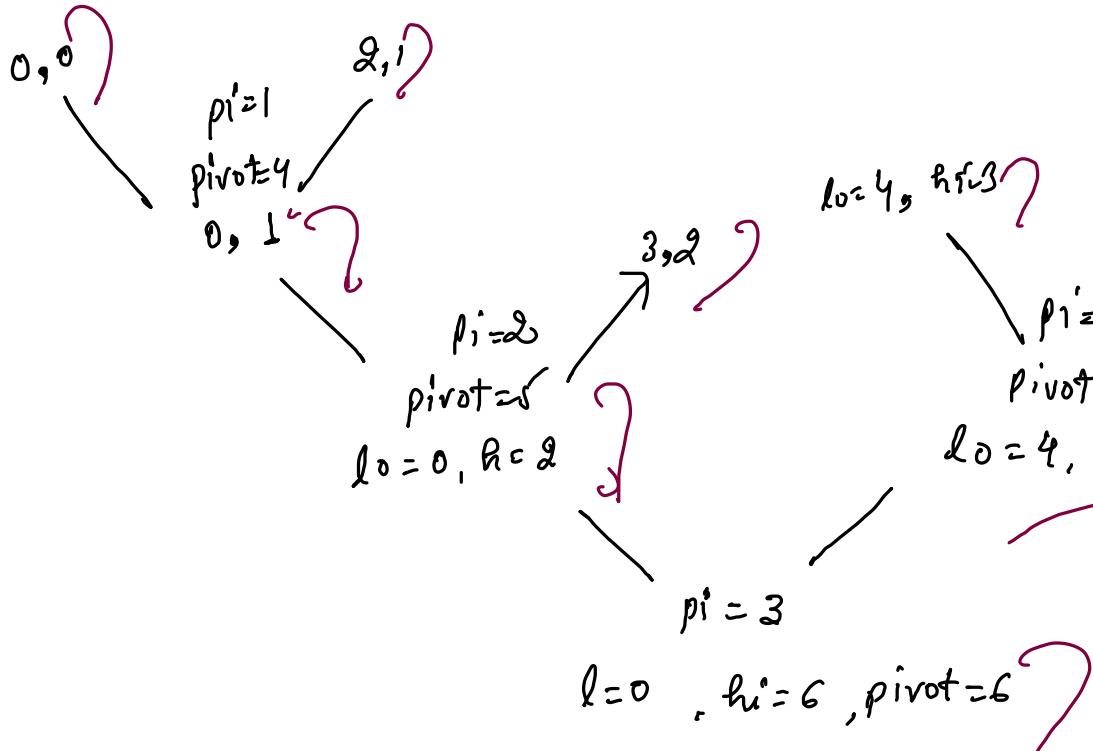
## Quick Sort on Array -



① Partition Array  $\rightarrow$  Partitioning

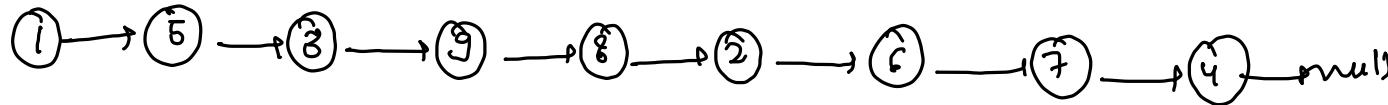
partition index  
pivot = last

② Quick Sort  
Recursive  
Movement



Quicksort in Linked List :-> Partitioning in linked list is different from array.

$q_0 = \text{head}$   
 $w^* = \text{tail}$



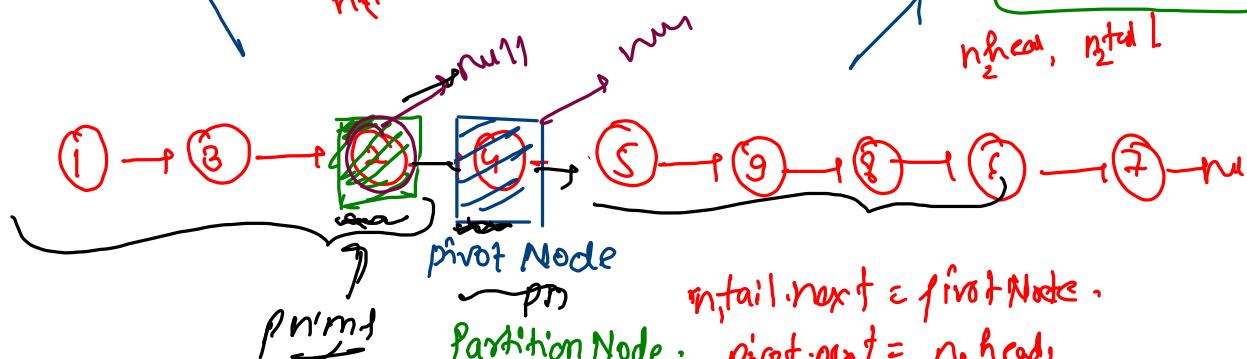
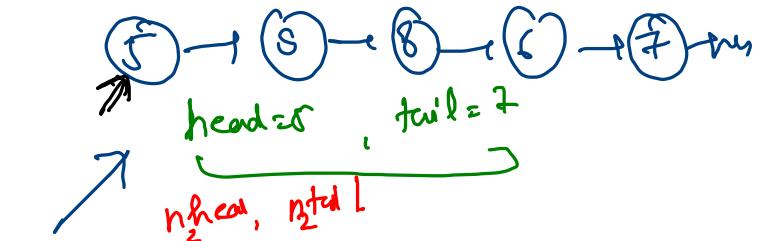
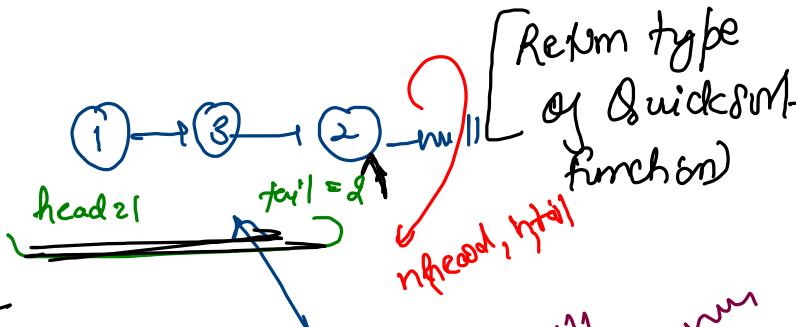
(i) Position Node ] Return type -

③ find base case

# of Quicksort

### ③ Edge case

↳ conditions -



return {thead, tail}

`m.tail.next = firstNode`

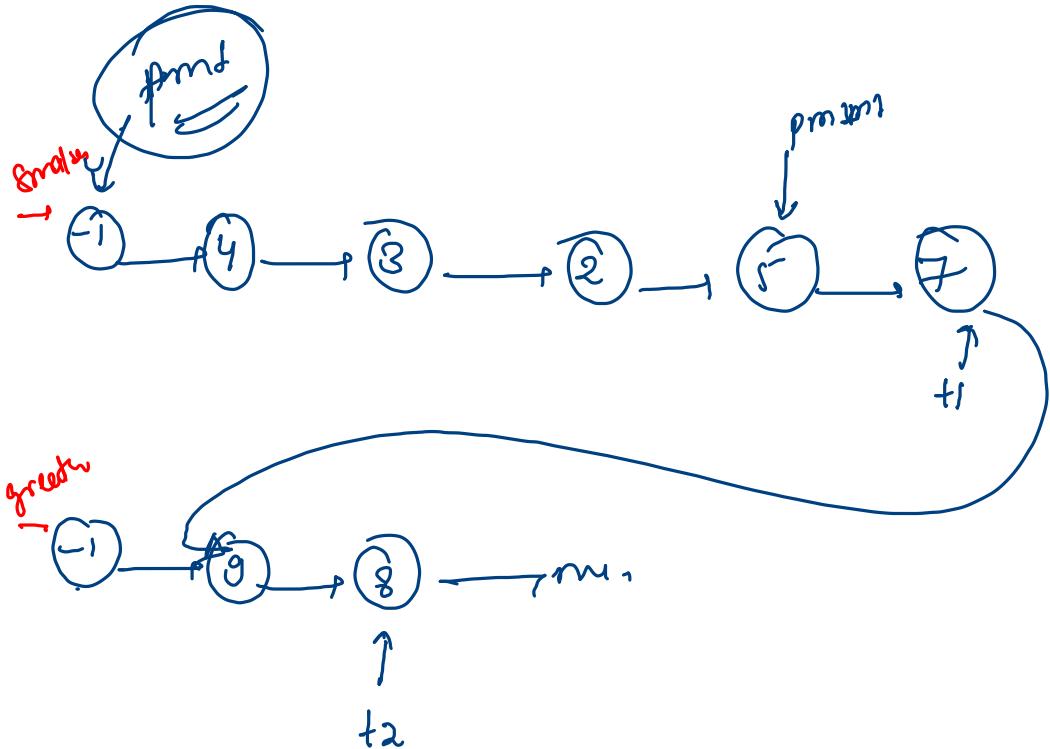
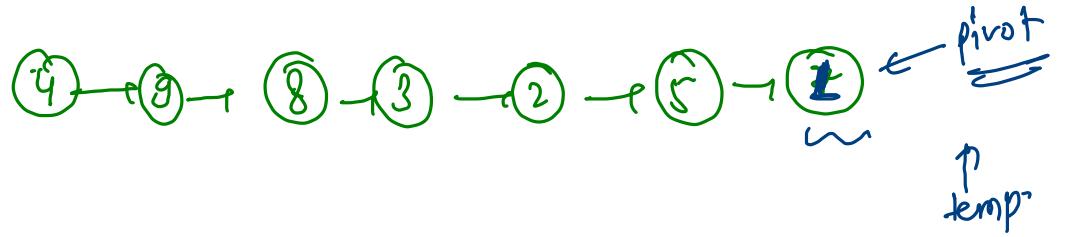
Partition Node :  $\text{pivot}.\text{next} = n_2.\text{head}$

pivot = 4 return {head, tail}

```

graph TD
    PN[Partition Node] --- F1[ ]
    PN --- F2[ ]
    F1 --- PNM1[PNM1]
    F2 --- CPN[CPartition Node  
mines]
  
```

The diagram illustrates the structure of a Partition Node. It consists of two main components: a primary node labeled "Partition Node" and two secondary nodes labeled "F1" and "F2". The "F1" component contains a sub-node labeled "PNM1" with a horizontal underline. The "F2" component contains a sub-node labeled "CPN" followed by the text "mines" underlined with a horizontal line.

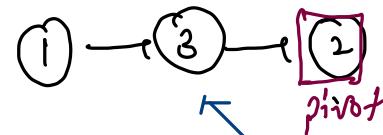
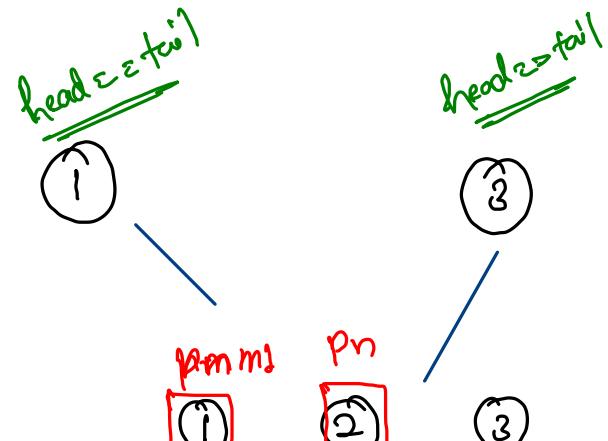
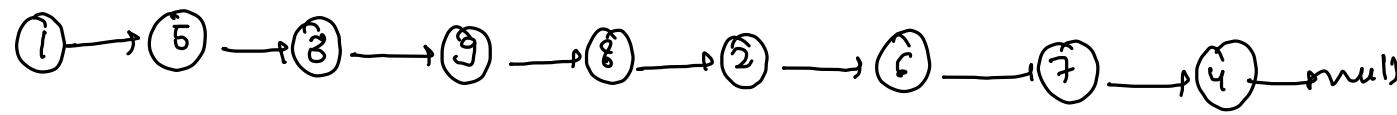


```

public static PPair partition(ListNode head, ListNode pivot) {
    ListNode smaller = new ListNode(-1);
    ListNode greater = new ListNode(-1);
    ListNode t1 = smaller, t2 = greater, temp = head, pnm1 = null;

    while(temp != null) {
        if(temp.val <= pivot.val) {
            pnm1 = t1;
            t1.next = temp;
            t1 = temp;
        } else {
            t2.next = temp;
            t2 = temp;
        }
        temp = temp.next;
    }
    t2.next = null;
    t1.next = greater.next;
    return new PPair(pnm1 == smaller ? null : pnm1, pivot);
}

```



$p_{m1} \cdot next = null$   
 $head_2 = p_n \cdot next$   
 $p_n \cdot next = null$

