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977. Squares of a sorted array:
3/P: nums = [-4, -1, 0, 3, 10]
                                                                                                                                 wheel ecognics "
 Explanation: After squaring, the array becomes
ele: [0, 1,9, 16,100]
 [16, 1,0,9,100]. After sorting
Bante pace approach:
    2. Square each element
    3. sort new array
    9. return it: ( ( ) ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + ( ) + 
class solution ( the sold is the sold and)
            public int [] sortedSquares (int [] nums) {
                          int n = nums. length;
                          int [] result = new int [n];
                          bon (int : = 0; ? < n; i+t) {
                                           result [i] « nums [i] & nums [i];
                          Arrays. sora (result);
       retuen result;
      Time > 0 squaring > o(n) sorting -> o(n log n)
space -> o(n).
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optimized approach (two points);
dus solution ?
 public int [] sorted Squares (int [) nums) {
    int n = nuns. length;
     in left =0;
 int right - n-1;
    ent[] result = new ind [n];
                          (4 [4,2,01] tools would
     and pos = n-1;
  while ( left <= zight) {
    ent left 59 = nums [left] * nums [left];
    int right Sq = nums [right] * nums [right];
   if (left Sq > zight Sq) }
                                 stands works
     result [ pos] = left Sq;
    left ++'
                               0017 6 (- [3]
   geler {
zesult [pos] = rightsq;
                               [2] -> = - [5]
                               0012 9 - 19]
      right --;
                               [10,5,2] -> 100 X
    POS =- ;
                             1200 6- [0,0,0]
  return result;
                               ishanels way
                         [10,5,2,6] => 600
                 space > 0(n).
 Time -> o(n)
```