Pseudo-code:

A function *intersection* takes two arrays *a* and *b* as arguments, wherein:

An integer *i* equals 0.
An integer *j* also equals 0.
An empty array is called *q*
While *i* is less than the length of *a* or *j* is less than the length of *b:*
If member *i* of a is less than member *j* of *b*:
Increment *i*.
Otherwise, if member *i* of a is greater than member *j* of *b*:
Increment *j*.
Otherwise:
Increment *i* and *j*.
Push the value of member *j* of *b* to *q*.
Return *q*.

Big Oh

The big Oh notation for this function is O(m+n) where m and n are the lengths o the two arrays a and b, respectively. We know that this true because in order to get the intersection we will need to execute the task as many times as the length of and b combined to see fi any of the array elements are euql to one another.