

Problem 905: Sort Array By Parity

Problem Information

Difficulty: [Easy](#)

Acceptance Rate: 0.00%

Paid Only: No

Problem Description

Given an integer array

nums

, move all the even integers at the beginning of the array followed by all the odd integers.

Return

any array

that satisfies this condition

.

Example 1:

Input:

nums = [3,1,2,4]

Output:

[2,4,3,1]

Explanation:

The outputs [4,2,3,1], [2,4,1,3], and [4,2,1,3] would also be accepted.

Example 2:

Input:

```
nums = [0]
```

Output:

```
[0]
```

Constraints:

```
1 <= nums.length <= 5000
```

```
0 <= nums[i] <= 5000
```

Code Snippets

C++:

```
class Solution {
public:
vector<int> sortArrayByParity(vector<int>& nums) {
    }
};
```

Java:

```
class Solution {
public int[] sortArrayByParity(int[] nums) {
    }
}
```

Python3:

```
class Solution:  
    def sortArrayByParity(self, nums: List[int]) -> List[int]:
```

Python:

```
class Solution(object):  
    def sortArrayByParity(self, nums):  
        """  
        :type nums: List[int]  
        :rtype: List[int]  
        """
```

JavaScript:

```
/**  
 * @param {number[]} nums  
 * @return {number[]}  
 */  
var sortArrayByParity = function(nums) {  
  
};
```

TypeScript:

```
function sortArrayByParity(nums: number[]): number[] {  
  
};
```

C#:

```
public class Solution {  
    public int[] SortArrayByParity(int[] nums) {  
  
    }  
}
```

C:

```
/**  
 * Note: The returned array must be malloced, assume caller calls free().  
 */  
int* sortArrayByParity(int* nums, int numsSize, int* returnSize) {
```

```
}
```

Go:

```
func sortArrayByParity(nums []int) []int {  
    }  
}
```

Kotlin:

```
class Solution {  
    fun sortArrayByParity(nums: IntArray): IntArray {  
        }  
        }  
}
```

Swift:

```
class Solution {  
    func sortArrayByParity(_ nums: [Int]) -> [Int] {  
        }  
        }  
}
```

Rust:

```
impl Solution {  
    pub fn sort_array_by_parity(nums: Vec<i32>) -> Vec<i32> {  
        }  
        }  
}
```

Ruby:

```
# @param {Integer[]} nums  
# @return {Integer[]}  
def sort_array_by_parity(nums)  
  
end
```

PHP:

```
class Solution {  
  
    /**  
     * @param Integer[] $nums  
     * @return Integer[]  
     */  
    function sortArrayByParity($nums) {  
  
    }  
}
```

Dart:

```
class Solution {  
List<int> sortArrayByParity(List<int> nums) {  
  
}  
}
```

Scala:

```
object Solution {  
def sortArrayByParity(nums: Array[Int]): Array[Int] = {  
  
}  
}
```

Elixir:

```
defmodule Solution do  
@spec sort_array_by_parity(nums :: [integer]) :: [integer]  
def sort_array_by_parity(nums) do  
  
end  
end
```

Erlang:

```
-spec sort_array_by_parity(Nums :: [integer()]) -> [integer()].  
sort_array_by_parity(Nums) ->  
.
```

Racket:

```
(define/contract (sort-array-by-parity nums)
  (-> (listof exact-integer?) (listof exact-integer?)))
)
```

Solutions

C++ Solution:

```
/*
 * Problem: Sort Array By Parity
 * Difficulty: Easy
 * Tags: array, sort
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(1) to O(n) depending on approach
 */

class Solution {
public:
    vector<int> sortArrayByParity(vector<int>& nums) {
}
```

Java Solution:

```
/**
 * Problem: Sort Array By Parity
 * Difficulty: Easy
 * Tags: array, sort
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(1) to O(n) depending on approach
 */

class Solution {
    public int[] sortArrayByParity(int[] nums) {
}
```

```
}
```

Python3 Solution:

```
"""
Problem: Sort Array By Parity
Difficulty: Easy
Tags: array, sort

Approach: Use two pointers or sliding window technique
Time Complexity: O(n) or O(n log n)
Space Complexity: O(1) to O(n) depending on approach
"""

class Solution:

    def sortArrayByParity(self, nums: List[int]) -> List[int]:
        # TODO: Implement optimized solution
        pass
```

Python Solution:

```
class Solution(object):

    def sortArrayByParity(self, nums):
        """
:type nums: List[int]
:rtype: List[int]
"""



```

JavaScript Solution:

```
/**
 * Problem: Sort Array By Parity
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 */

/**
```

```
* @param {number[]} nums
* @return {number[]}
*/
var sortArrayByParity = function(nums) {
};
```

TypeScript Solution:

```
/** 
* Problem: Sort Array By Parity
* Difficulty: Easy
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* Time Complexity: O(n) or O(n log n)
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*/
function sortArrayByParity(nums: number[]): number[] {
};
```

C# Solution:

```
/*
* Problem: Sort Array By Parity
* Difficulty: Easy
* Tags: array, sort
*
* Approach: Use two pointers or sliding window technique
* Time Complexity: O(n) or O(n log n)
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*/
public class Solution {
    public int[] SortArrayByParity(int[] nums) {
        }
}
```

C Solution:

```
/*
 * Problem: Sort Array By Parity
 * Difficulty: Easy
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/**
 * Note: The returned array must be malloced, assume caller calls free().
 */
int* sortArrayByParity(int* nums, int numsSize, int* returnSize) {

}
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Go Solution:

```
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// Difficulty: Easy
// Tags: array, sort
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// Approach: Use two pointers or sliding window technique
// Time Complexity: O(n) or O(n log n)
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func sortArrayByParity(nums []int) []int {

}
```

Kotlin Solution:

```
class Solution {
    fun sortArrayByParity(nums: IntArray): IntArray {
        }
}
```

Swift Solution:

```
class Solution {  
    func sortArrayByParity(_ nums: [Int]) -> [Int] {  
        //  
        //  
    }  
}
```

Rust Solution:

```
// Problem: Sort Array By Parity  
// Difficulty: Easy  
// Tags: array, sort  
//  
// Approach: Use two pointers or sliding window technique  
// Time Complexity: O(n) or O(n log n)  
// Space Complexity: O(1) to O(n) depending on approach  
  
impl Solution {  
    pub fn sort_array_by_parity(nums: Vec<i32>) -> Vec<i32> {  
        //  
        //  
    }  
}
```

Ruby Solution:

```
# @param {Integer[]} nums  
# @return {Integer[]}  
def sort_array_by_parity(nums)  
  
end
```

PHP Solution:

```
class Solution {  
  
    /**  
     * @param Integer[] $nums  
     * @return Integer[]  
     */  
    function sortArrayByParity($nums) {  
        //  
        //  
    }  
}
```

Dart Solution:

```
class Solution {  
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