## Moves zeros

## Brute Josice

In Brute josice approach we will use esctra

-> Crete on Vector and copy all NoNZero number in temp vector

- Now stoone all zero in temp verton

Hence we will get nequined output.

```
class Solution {
public:
    void moveZeroes(vector<int>& v) {
        vector<int>> temp;
        for(int i=0;i<v.size();i++){
            if(v[i]!=0) temp.push_back(v[i]);
        }
        for(int i=0;i<v.size();i++){
            if(v[i]==0) temp.push_back(v[i]);
        }
        int tempLen=temp.size();
        for(int i=0;i<tempLen;i++){
            v[i]=temp[i];
        }
    }
};</pre>
```

 $5. C \rightarrow O(3n)$ 

## Optimal Approch: 2 pointer swap

```
[0,1,0,3,12]

[0,1,0,3,12]

[0,1,0,3,12]

[0,1,0,3,12]
```

is will be responsible jor teeping track of O

Iteration 15\$ 7 Find Non-Zero element using i ij (V[i] 1=0) &wap (V[i], V[i]) j++; J ; Swap => [1,0,0,3,1,2] rnd 320 1++ [ 1, 0, 0, 3, 1, 2] j ; j+4yth Swop(0,3) 1, 3,0,0,1,2] 1++ [1,3,0,0,1,2] Sth Swap (0,1) 1, 3, 1, 0, 0, 2] ; ] + + [ ] [ ] [ ] [ ] [ ] Swap [1,3,1,2,0,0]

