

Pair Sum

Return pair in sorted array with target sum.

$$\begin{array}{|c|c|c|c|} \hline 2 & 7 & 11 & 15 \\ \hline \end{array} \quad \text{target} = 9$$

$$\begin{array}{|c|c|} \hline 2 & 7 \\ \hline \end{array} \quad \text{sum} = \text{target}$$

↓
This is called Pair Sum.

Brute Force Approach

* We will be getting all the unique pairs.

```
for (int i = 0; i < n; i++) {  
    for (int j = i + 1; j < n; j++) {  
        (i, j)  
        if (arr[i] + arr[j] == target) {  
            vector.pb(i)  
            vector.pb(j)  
            return vector  
        }  
    }  
}
```

More optimized approach
as the array is already in sorted form.

We will use 2 pointers approach here.

12 | 7 | 11 | 15 |
 0 1 2 3 |
 start End
 i j

target = 26

target = 9

PS = start + End

3 cases

PS > tar j--

PS < tar i++

PS = tar return(PS)

Code Logic:-

i = 0 j = n - 1

while(i < j) {

PS = arr[i] + arr[j]

if (PS > tar) {

j--

else if (PS < tar) {

i++

else

return (i, j)

Majority Element

MJ must be present in the array for the $n/2$ times.

1) Brute force Approach:-

```
for (int val : nums) {
```

```
    freq = 0
```

```
    for (int el : nums) {
```

```
        if (el == val) {
```

```
            freq++
```

```
        }
```

```
    } if (freq > n/2) -> MJ
```


Slightly Optimized

- * Sort first
- * As the array is sorted, so we will count the existence of contiguous numbers to check the majority element

```
for (i = 1; i < n; i++) {  
    if (num[i] == num[i-1]) {  
        freq++  
    }  
}
```

else

freq = 1;

ans = num[i];

if (freq > n/2) {
 return ans;
}

Most Optimized :-

Moorie's Voting Algo

$MS = n/2$

if same element then freq++

if different element then freq--

```
for (int i = 0; i < n; i++) {  
    if (freq == 0) {  
        ans = num[i];  
        freq = 1;  
    }  
    else if (num[i] == ans) {  
        freq++;  
    }  
    else {  
        freq--;  
    }  
}
```

Moore's algo variation

If there is no majority element,
then return -1

~~yes~~ → ans

ans → $\text{freq} \geq n/2$

~~No~~ -1