Data structures and algorithms Tutorial 5

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- 1 Demystifying Arrays creation in C++
 - Will this code snippet compile?
 - VLA (Variable Length Arrays)
- 2 How to return an array from a function?
- 3 Binary Search
- 4 Back to sorting algorithms
- 5 The queue

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```
Why this code compile and run?
#include < iostream >
  using namespace std;

int main(){
  int size;
   cin >> size;
  int arr[size];
}
```

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```

- Yes, If you are using codeblocks (g++/gcc compilers)
- No, If you are using Visual Studio

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VLA (Variable Length Arrays)

- Allows the creation of arrays in the stack whose size is determined at run-time.
- treated like local variables. The compiler deletes them when the function terminates.
- Not part of the standard C++ specification.

VLA (Variable Length Arrays)

- \blacksquare g++/gcc have extensions that allow the usage of VLA.
- g++ vla.cpp -o vla.exe
- Disable the extension and try again: g++ -Wvla vla.cpp -o vla.exe
- The Linux Kernel Is Now VLA-Free: A Win For Security, Less Overhead & Better For Clang.
- https://www.phoronix.com/scan.php?page=news_item& px=Linux-Kills-The-VLA

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Write a function that takes and array and mutliplies each element by 2.

```
int * double_arr(int arr[], int size){
  int result[size];
  for(int i=0; i<size; i++){
    result[i] = 2 * arr[i];
  }
  return result;
}</pre>
```

Problem: result is local to the function and will be deleted once the function ends.

```
int * double_arr(int arr[], int size){
  for(int i=0; i<size; i++){
    arr[i] = 2* arr[i];
  }
  return arr;
}</pre>
```

The code works since the array won't be deleted when the function execution ends.

```
void double_arr(int arr[], int size){
  for(int i=0; i<size; i++){
    arr[i] = 2* arr[i];
  }
}</pre>
```

We can just make a void function.

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In computer science, binary search, also known as half-interval search, logarithmic search, or binary chop, is a search algorithm that finds the position of a target value within a sorted array.



Since 8 (Mid) > 7 (target), we discard the right half and go LEFT

New High = Mid - 1

```
int binary_search(int arr[], int item, int l, int r){
  if (l=r){
    if (arr[l] != item) return -1;
    return |:
  int mid = (l+r)>>1;
  if (arr[mid] == item)
    return mid:
  if ( arr [ mid ] >item )
    return binary_search(arr, item, l, mid-1);
 // arr[mid] < item
  return binary_search(arr, item, mid+1, r);
```

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We will discuss it later.

May be the tutorial after the midterms :D

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└─Merge sort

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```
What is the expected complexity?
void merge(int arr[], int size)
{
    ...
}
int main(){
    int arr[6] = {3, 5, 7, 1, 2, 6};
    merge(arr, 6);
}
```

```
void merge(int arr[], int size)
  int * result = new int[size];
  int index = 0:
  int l_{index} = 0, l_{imit} = size/2;
  int r_index = size/2, r_limit = size;
  while(|_index < |_limit && r_index < r_limit){</pre>
    if (arr[l_index] <= arr[r_index])</pre>
      result[index++] = arr[l_index++];
    else
      result[index++] = arr[r_index++];
 // Copy the remaining elements of either the left or t
```

```
void merge(int arr[], int size)
  // Copy the remaining elements of either the left or t
  while(||_index < ||_limit)</pre>
    result[index++] = arr[l_index++];
  while (r_index < r_limit)
    result[index++] = arr[r_index++];
  for (int i=0; i < size; i++)
    arr[i] = result[i];
  delete [] result;
```

```
void merge(int arr[], int size, int result[])
{
    ...
}
int main(){
    int arr[6] = {3, 5, 7, 1, 4, 6};
    int res[6];
    merge(arr, 6, res);
}
```

```
void merge(int arr[], int size, int result[])
  int index = 0:
  int l_{index} = 0, l_{imit} = size/2;
  int r_index = size/2, r_limit = size;
  while(|_index < |_limit && r_index < r_limit){</pre>
    if (arr[l_index] <= arr[r_index])</pre>
      result[index++] = arr[l_index++];
    else
      result[index++] = arr[r_index++];
 // Copy the remaining elements of either the left or t
```

```
void merge(int arr[], int size, int result[])
{
    // Copy the remaining elements of either the left or t
    while(l_index < l_limit)
        result[index++] = arr[l_index++];
    while(r_index < r_limit)
        result[index++] = arr[r_index++];
}</pre>
```

```
void merge(int l_arr[], int r_arr[],
       int | _size , int r_size , int sorted_arr[]){ ... }
void merge_sort(int arr[],
        int |, int r, int sorted_arr[]){
  if (l = r)
    sorted_arr[0] = arr[1];
    return :
  int mid = (1+r)/2;
  int *l_arr = new int[mid-l+1];
  int *r_arr = new int[r-mid];
  merge_sort(arr, I, mid, I_arr);
  merge_sort(arr, mid+1, r, r_arr);
  merge(l_arr, r_arr, mid-l+1, r-mid, sorted_arr);
  delete [] l_arr;
  delete [] r_arr;
```

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```
void quick_sort(int arr[], int |, int r){
  if (|>=r) return;
  int pivot_val = arr[l];
  int i = 1+1:
  int i = r;
  while (i \le i)
    while(arr[i] <= pivot_val) i++;</pre>
    while(arr[j] > pivot_val) j--;
    if (i < j)
      swap(arr[i], arr[i]);
  swap(arr[l], arr[i]);
  quick_sort(arr, l, j-1);
  quick_sort(arr, i, r);
```

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```
class Queue{
  public:
    Queue();
    int front();
    int back();
    void push(int v);
    void pop();
};
```

How to implement a queue?

- An array of fixed size
- A circular array
- A dynamically allocated array
- A linked list

Check the Dr.'s slides.

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- Using a queue of jobs where each job has an estimated service time, Develop a method to compute the required service time of all jobs in the queue and the average waiting time per job.
- Try not to destroy the queue after finding the sum of the jobs.
- Apply your method on the following queue of four jobs.

```
void job_statisitics(queue q){
  int q_size = q.size();
  int total_service_time = 0:
  int total_waiting_time = 0;
  for (int i=0; i < q_size; i++){}
    int cur_time = q.front();
    q.pop();
    total_waiting_time += total_service_time;
    total_service_time += cur_time;
    q.push(cur_time);
  cout<< "Total_time_"<<total_service_time <<"\n";</pre>
  cout << "Average_waiting_time_"</pre>
    <<1.0 * total_waiting_time / q_size <<"\n";
```

 $Feedback\ form:\ https://goo.gl/forms/vmVWf0JtNA1TLXRf2$