

DAA BASIC SPACE COMPLEXITY

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CLASS: CSE-B

1. Write a program to find sum of first n natural numbers using user defined function.

Code:

```
#include <stdio.h>
int sumOfNaturals(int n) {
    int sum = (n * (n + 1) / 2);
    return sum;
}
int main() {
    int n;
    printf("Enter a number: ");
    scanf("%d", &n);
    printf("Sum of first %d natural numbers is: %d\n", n, sumOfNaturals(n));
    return 0;
}
```

Output:

```
amma@amma:~$ gedit sumOfNaturals.c
amma@amma:~$ gcc -o sumOfNaturals.c
gcc: fatal error: no input files
compilation terminated.
amma@amma:~$ gcc -o sumOfNaturals sumOfNaturals.c
amma@amma:~$ ./sumOfNaturals
Enter a number: 5
Sum of first 5 natural numbers is: 15
```

Space complexity:

The space complexity for this code is O(1).

Justification:

Space complexity is O(1) because the user-defined function uses only a constant amount of memory for its parameter and one local variable.

2. Write a program to find the Sum of Square of first N natural numbers.

CODE:

```
1 #include <stdio.h>
2 int sumOfSquares(int n) {
3     return (n * (n + 1) * (2 * n + 1)) / 6;
4 }
5 int main() {
6     int n;
7     printf("Enter a number: ");
8     scanf("%d", &n);
9     printf("Sum of squares of first %d natural numbers is: %d\n", n, sumOfSquares(n));
10    return 0;
11 }
```

OUTPUT:

```
amma@amma:~$ gedit sumOfSquares.c
amma@amma:~$ gcc -o sumOfSquares sumOfSquares.c
amma@amma:~$ ./sumOfSquares
Enter a number: 5
Sum of squares of first 5 natural numbers is: 55
```

Space complexity:

O(1).

Justification:

Space complexity is O(1) because the user-defined function uses only a constant amount of memory for its parameter and local variables.

3. Write a program to find Sum of Cubes of first N natural numbers.

Code:

```
#include <stdio.h>
int sumOfCubes(int n) {
    int sum = (n * (n + 1) / 2);
    return sum * sum;
}
int main() {
    int n;
    printf("Enter a number: ");
    scanf("%d", &n);
    printf("Sum of cubes of first %d natural numbers is: %d\n", n, sumOfCubes(n));
    return 0;
}
```

Output:

```
amma@amma:~$ gedit sumOfCubes.c
amma@amma:~$ gcc -o sumOfCubes sumOfCubes.c
amma@amma:~$ ./sumOfCubes
Enter a number: 5
Sum of cubes of first 5 natural numbers is: 225
```

Space complexity:

The space complexity for this code is O(1).

Justification:

Space complexity is O(1) because the user-defined function uses only a constant amount of memory for its parameter and one local variable.

4. Write a program to find factorial of a number using recursion.

Code:

```
1 #include <stdio.h>
2 int factorial(int n) {
3     if (n == 0 || n == 1)
4         return 1;
5     else
6         return n * factorial(n - 1);
7 }
8 int main() {
9     int num;
10    printf("Enter a number: ");
11    scanf("%d", &num);
12    if (num < 0)
13        printf("Factorial is not defined for negative numbers.\n");
14    else
15        printf("Factorial of %d is %d\n", num, factorial(num));
16    return 0;
17 }
```

Output:

```
amma@amma:~$ gedit factorial.c
amma@amma:~$ gcc -o factorial factorial.c
amma@amma:~$ ./factorial
Enter a number: 5
Factorial of 5 is 120
```

Space complexity:

$O(n)$.

Justification:

Space complexity is $O(n)$ because each recursive call adds a new stack frame, creating n nested calls for input n .

5. Write a program to transpose a 3x3 matrix.

Code:

```

#include <stdio.h>

int main() {
    int matrix[3][3], transpose[3][3];

    printf("Enter elements of 3x3 matrix:\n");
    for(int i = 0; i < 3; i++) {
        for(int j = 0; j < 3; j++) {
            scanf("%d", &matrix[i][j]);
        }
    }
    for(int i = 0; i < 3; i++) {
        for(int j = 0; j < 3; j++) {
            transpose[j][i] = matrix[i][j];
        }
    }
    printf("\nTranspose of the matrix:\n");
    for(int i = 0; i < 3; i++) {
        for(int j = 0; j < 3; j++) {
            printf("%d ", transpose[i][j]);
        }
        printf("\n");
    }
}

return 0;
}

```

Output:

```

amma@amma:~$ gedit transpose.c
amma@amma:~$ gcc -o transpose transpose.c
amma@amma:~$ ./transpose
Enter elements of 3x3 matrix:
1 2 3 4 5 6 7 8 9

Transpose of the matrix:
1 4 7
2 5 8
3 6 9

```

Space complexity:

O(1).

Justification:

Space complexity is $O(1)$ because a 3×3 matrix uses fixed constant memory regardless of the input values.

6. Write a program to find Fibonacci numbers of a given number.

Code:

```
#include <stdio.h>
int main(){
    int a,b,c,n;
    printf("enter the a number n\n");
    scanf("%d",&n);
    a=0;
    b=1;
    printf("the fibonacci numbers are \n");
    while(a<n){
        printf("%d ",a);
        c=a+b;
        a=b;
        b=c;
    }
}
```

Output:

```
ammamma25: $ gcc -o fibonacci.c
ammamma25: ./fibonacci
enter the a number n
4

the fibonacci numbers are
0 1 1 2 3
ammaamma25: $
```

Space complexity:

$O(1)$.

Justification:

$O(1)$ only a fixed number of variables (a , b , c , n) are used.