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{\bf Algorithm}\ {\bf 1}\ {\bf Karatsuba}\ {\bf Algorithm}
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```
Input: a, b - two numbers represent as strings
Input: n - length of the two strings
Output: product - the product of two numbers
 1: procedure Karatsuba(a, b)
        PadZeroes(a, b)
                                                                           ▶ make sure strings are of equal length
 2:
 3:
        if a and b are single digit numbers then
                                                                                                          ⊳ base case
 4:
         return a * b
        end if
 5:
 6:
        al \leftarrow a[0, n/2)
                                                                                                            \triangleright left of a
 7:
        ar \leftarrow a[n/2, n)
                                                                                                          ⊳ right of a
        bl \leftarrow b[0, n/2)
                                                                                                            ⊳ left of b
 8:
        br \leftarrow b[n/2, n)
 9:
                                                                                                          ⊳ right of b
        p1 \leftarrow Karatsuba(al, bl)
10:
        p2 \leftarrow Karatsuba(al + ar, bl + br)
11:
        p3 \leftarrow Karatsuba(al, bl)
12:
        return (10^n * p1) + 10^{n/2} * (p2 - p1 - p3) + p3
13:
14: end procedure
```

Algorithm 2 Graphics

```
Input: x, y - arrays representing points on x and y axis
Input: n - the number of x and y points given
Input: p - point given
Output: how many lines OP intersects
 1: procedure Graphics(x, y)
       QuickSort(x)
 2:
       QuickSort(y)
 3:
       for i = 0 to n - 1 do
 4:
          if (0 - x[i]) * (p.y - 0) - (y[i] - 0) * (p.x - x[i]) > 0 then
                                                                                       ▶ ToLeft algorithm
 5:
 6:
             return i
 7:
          end if
 8:
       end for
                                                                             \triangleright points intersect all numbers
 9:
       return n - 1;
10: end procedure
```

Algorithm 3 Long Multiplication

```
Input: a, b - two numbers represented as strings
Input: m, n - the length of two strings
Output: the product of the two numbers
 1: procedure LongMult(a, b)
 2:
         Prod \leftarrow array[m+n]
                                                                                                 \triangleright result is at most size m + n
 3:
         Carry \leftarrow 0
                                                                                                             ▶ keep track of carry
 4:
         if n < m then Swap(a, b)
                                                                                                   \triangleright smaller number on bottom
 5:
         end if
         for i = m - 1 to 0 do
                                                                          ▷ multiply starting from end of smaller number
 6:
             \mathbf{for}\ j=n\text{ - }1\ \mathrm{to}\ 0\ \mathbf{do}
                                                                                  ▷ multiply digit by digit of larger number
 7:
                  \widetilde{\text{TempProd}} \leftarrow \text{Prod}[i + j + 1] + (a[i] * a[j])
                                                                                                                 8:
                  \begin{array}{l} \operatorname{Prod}[i+j+1] \leftarrow \operatorname{TempSum} \bmod 10; \\ \operatorname{Prod}[i+j] \leftarrow \operatorname{TempSum} / 10 \end{array}
 9:
                                                                                       ▷ store sum carry in previous element
10:
             end for
11:
         end for
12:
         return RemoveLeadingZero(Sum)
                                                                                                           \trianglerightRemove leading zero
13:
14: end procedure
```