# **Algorithms**

## **Problem 1: Images Fusion**

 I did 3 nested loops in order to make the multiplication of the matrices, So the complexity is O(n^3)

```
#include <iostream>
#include<vector>
using namespace std;
vector<vector<int> > multiply(vector<vector<int> >mat1, vector<vector<int>
>mat2, vector<vector<int> >res, int N)
    for (int i = 0; i < N; i++)</pre>
        for (int j = 0; j < N; j++)</pre>
            res[i][j] = 0;
            for (int k = 0; k < N; k++)
                res[i][j] += mat1[i][k] * mat2[k][j];
        }
    return res;
int main()
   vector<vector<int> >mat1;
   mat1.resize(2);
     mat1[0].push back(3);
      mat1[0].push back(4);
     mat1[1].push back(4);
     mat1[1].push back(2);
     vector<vector<int> >mat2;
       mat2.resize(2);
     mat2[0].push back(3);
      mat2[0].push back(1);
     mat2[1].push back(9);
     mat2[1].push back(3);
     vector<vector<int> >res;
      res.resize(2);
     res[0].resize(2);
      res[1].resize(2);
```

#### **Problem 2: Function evaluation**

- I converted the degree to the radian which costs 2 operations
- Inside the for loop, there are 9 athematic operations
- I handled the code to make the accuracy of the sin will be less than 0.0001
- In order to make the complexity O(n), I utilized the past computations in the factorial and the power instead using o(n) functions that will increase the complexity
- Complexity is O(n)

```
#include <iostream>
using namespace std;
float sinx(float n) {
   //converting it to radian
   int operations=0;
    n=n * (3.142 / 180.0);
                               // contain 1 multiplication and 1 divison
       operations=operations+2;
    float x=n; //will be the nominator
   float sinvalue=n;
float dominator=1;
 int counter=1;
while (x/dominator > 0.0001) //can be manipulated to make the accuracy i want
     //handling the dominator
    dominator=dominator*(2*counter)*(2*counter+1); //4 multiplication and 1
addition
    operations=operations+5;
     //handling the power of n
    x=x*n*n;//2 multiplication
    operations=operations+2;
     //handling the sinx
     operations=operations+2;
```

```
if(counter%2==0)
    sinvalue=sinvalue+(x/dominator);
    else
        sinvalue=sinvalue-(x/dominator);

    counter++;
}

cout<<"number of float arthimatic operations ="<<operations<<endl;
    return sinvalue;
}
int main()
{
    int x;
    cin>>x;
    cout<<"sin("<<xx<") = "<<sinx(x);

    return 0;
}</pre>
```

# **Problem 3: Say Cheeeese**

# Brute force

- Firstly, I think about how to do it use brute force algorithm. So, I compared every student to other to see if it is smaller than the next ones.
- In the example of the slides, the exact number is 15 comparisons. so complexity is O(n^2)

I tried to make it using one while loop, but I don't know what is the complexity, it think it is o(n^squared) also. But I tried my best in it.

```
#include <iostream>
using namespace std;
//----//
void sayCheese( int students[], int end,int start) {
   bool students status[end-1]={false};
   int instrCount=0;
   int count=0;
   int all=end;
   int indication=0;
   int smallest=12345678;
   int lastSmallest;
   int lastindex;
   int smallestindex=-1;
   while (indication!=all) {
   // if((smallestindex<end-1)&&(students status[end-1]==false))
   // count++;
          cout<<" "<<end-1<<" "<<endl;
```

```
if( students[start] < smallest&&students status[start] == false)</pre>
      {
          instrCount++;
          smallest =students[start];
          smallestindex=start;
          if( students[end-1]<smallest&&students status[end-1]==false)</pre>
            smallest =students[end-1];
            smallestindex=end-1;
    // end--;
    start++;
    if(start==all)
     {
           cout<<smallest<<<mark>"->"</mark><<smallestindex<<<mark>"->"</mark><<count<<endl;</pre>
          students status[smallestindex]=true;
          lastSmallest=smallest;
          lastindex=smallestindex;
          smallest=123456;
        // end=all;
         start=0;
          indication++;
      if((lastindex<start) &&(students status[start]==false))</pre>
          count++;
          cout<<start<<" " <<endl;</pre>
      }
    }
    cout<<"inst"<<instrCount<<endl;</pre>
int main()
    int students[10] = {160, 140, 190, 150, 180, 170, 12, 56, 89, 43};
    sayCheese( students, 10,0);
    return 0;
```

# **Problem 4: google form**

### **Problem 5: Friendships formation**

• I iterates over every element in the 2d array, so it is a brute force algorithm

```
#include <iostream>
using namespace std;
#define n 5
void Friendships(int array[][n]){
    int Fully connected=1; //flag
    int Star topology=1; //flag
    int Ring topology=1;  //flag
    int starRows=0;
    int starCol=0;
    for (int i=0; i < n; i++) {</pre>
        int countRow=0;
        int countCol=0;
        for (int j=0; j<n; j++) {</pre>
            //checking if it is fully connected or not
            if(i!=j && array[i][j]!=1)
            Fully connected=0;
             //some steps to check the Ring topology
             if (array[i][j]==1)
             countRow++; // this is used in Star topology as well
             if(array[j][i]==1)
             countCol++;
             //checking if it is Star topology or not
        //checking if it is Ring topology or not
        if (countRow>2 | |countRow<2 | |countCol>2 | |countCol<2)</pre>
        Ring topology=0;
       //checking if it is Star topology or not
       if (countRow==n-1)
           starRows++;
           starCol++;
           if(starRows>1||starCol>1)
           Star topology=0;
       if((countRow!=1&&countRow!=n-1)||(countCol!=1&&countCol!=n-1))
        Star topology=0;
    if( Fully connected==1)
    cout<<"Fully connected"<<endl;</pre>
```

```
else if( Star topology==1)
    cout<<"Star topology"<<endl;</pre>
    else if( Ring topology==1)
    cout<<"Ring topology"<<endl;</pre>
    else cout<<"No topology found"<<endl;</pre>
}
int main()
    //ring
   // int array[5][5]=
   // {
           {0,0,1,0,1},
           {0,0,0,1,1},
           {1,0,0,1,0},
           {0,1,1,0,0},
           {1,1,0,0,0}
   // };
    //Fully connected
    // int array[5][5]=
    // {
           {0,1,1,1,1},
           {1,0,1,1,1},
           {1,1,0,1,1},
           {1,1,1,0,1},
           {1,1,1,1,0}
   // };
   //Star topology
    int array[5][5]=
        {0,1,1,1,1},
        {1,0,0,0,0},
        {1,0,0,0,0},
        {1,0,0,0,0},
        {1,0,0,0,0}
    };
    //ring
    // int array[5][5]=
           {0,1,0,0,1},
           {1,0,1,0,0},
           {0,1,0,1,0},
           {0,0,1,0,1},
           {1,0,0,1,0}
    // };
Friendships(array);
    return 0;
```