

19. ANALYSIS OF CONSTANT VARIABLE IN A PROGRAM.

TILL NOW WE HAVE LEARNT THAT:

Big – Oh or Worst Case Complexity:

$f(n) \leq cg(n)$, where c and n_0 are constants and $n \geq n_0$, then $f(n) = O(g(n))$

Big – Omega or Best Case Complexity:

$f(n) \geq cg(n)$, where c and n_0 are constants and $n \geq n_0$, then $f(n) = \Omega(g(n))$

Big – Theta or Average Case Complexity:

$c_1g(n) \leq f(n) \leq c_2g(n)$, where c, n_1 and n_2 are constants and $n \geq \{n_1, n_2\}$,

then $f(n) = \Theta(g(n))$

APPROACH TO FIND TIME COMPLEXITY

Approach to find time complexity of a program is to find the worst complexity i.e., to find ' n ' times run of a particular code of a program.

FINDING TIME COMPLEXITY OF CONSTANT TERMS.

Suppose in Java we have line of code:

```
class example {  
  
    int a=1;→ constant term  
    float b= 2.9f;→ constant term  
    char c= 'a;' → constant term  
    .....  
  
}
```

REWRITING IT IN ASYMPTOTIC NOTATION

Therefore we write it as :

1. *int a=1; It will take one unit of time to run . Where n is size of input (no. of input), here no. of input = 1.*

It will be also written as:

$$f(n) \leq c \times g(n) \\ \Rightarrow f(1) \leq c \times g(1)$$

\Rightarrow Hence $O(1)$ i. e. $O(c) = O(1)$, where c is any constant.

i. e. It will take one unit of time to run .

2. *float b= 2.9f; It will take one unit of time to run . Where n is size of input (no. of input), here no. of input = 1.*

It will be also written as:

$$f(n) \leq c \times g(n) \\ \Rightarrow f(1) \leq c \times g(1)$$

\Rightarrow Hence $O(1)$ i. e. $O(c) = O(1)$, where c is any constant.

i. e. It will take one unit of time to run .

3. char c= 'a;'. Where n is size of input (no. of input), here no. of input = 1.

It will be also written as:

$$f(n) \leq c \times g(n) \\ \Rightarrow f(1) \leq c \times g(1)$$

\Rightarrow Hence $O(1)$ i. e. $O(c) = O(1)$, where c is any constant.

i. e. It will take one unit of time to run .

THAT IS FOR ANY CONSTANT VARIABLE IT WILL RUN $O(1)$ times.