



Competitive programming 101

POINTERS & LINKED LISTS

By: Wafae Boumajjane & Hamza Bouali

POINTERS

Time complexity

Time complexity measures how the running time of an algorithm grows as the input size increases. We use Big O notation to express this.

Space complexity

Space complexity measures the additional memory space needed by an algorithm as the input size grows.

HOW TO CALCULATE ?

Time complexity

- each elementary operation, constant process are counted as 1 operation(input,output, mathematical operations, accessing element in indexed data structure, creating variables)
- for loops, we count the product of the number of the maximum repetitions possibles if it's not constant

Space complexity

- how much of the memory the algorithm use.
- we count each bit as 1 unit (each data type has it's own size)
- it's less complicated than time complexity.

HOW TO CALCULATE ?

the math behind stuff

Asymptotic Notation

Big O Notation (Upper Bound)

- let's consider $f(n)$ the number of operation for a program such as
 $f(n) = O(g(n))$ if there exist positive constants c and n_0 such that:

$$\underline{O \leq f(n) \leq c \cdot g(n) \text{ for all } n \geq n_0}$$

- the more the information grow, the more we neglect all the weak factor in the expression
- constant complexity means that the number of operation stay the same as we vary the amount of data.
- linear complexity means that the number of operations depends on some N linear.

TIME COMPLEXITY(FAMOUS ONE)

```
def binary_search(arr, target):
    left, right = 0, len(arr) - 1
    while left <= right:
        mid = (left + right) // 2
        if arr[mid] == target:
            return mid
        elif arr[mid] < target:
            left = mid + 1
        else:
            right = mid - 1
```

$O(\log n)$ - Logarithmic Time

```
def get_first(arr):
    return arr[0] #
```

$O(1)$ - Constant Time

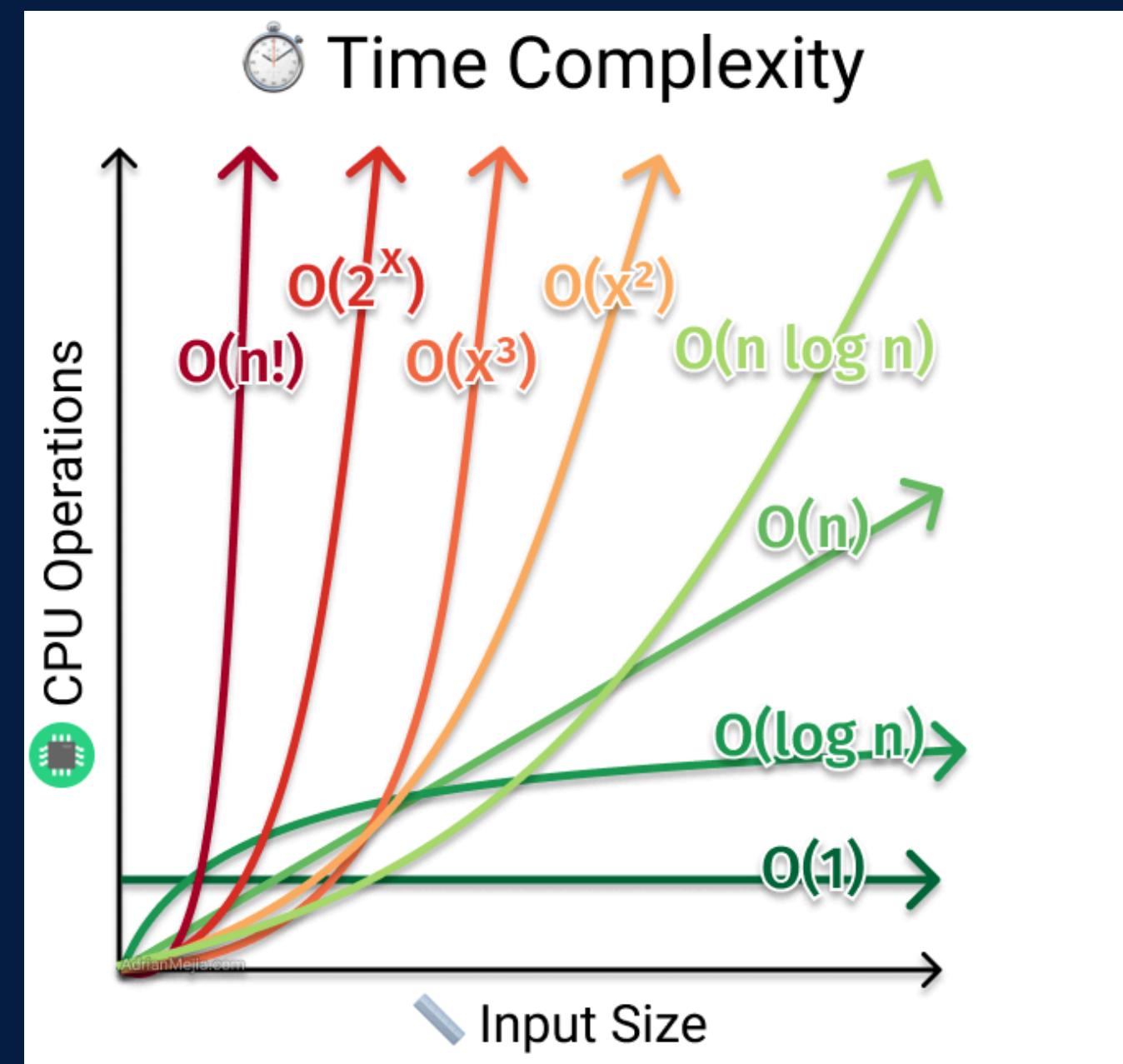
```
def find_max(arr):
    max_val = arr[0]
    for num in arr:
        if num > max_val:
            max_val = num
    return max_val
```

$O(n \log n)$ - Linearithmic Time

```
def bubble_sort(arr):
    n = len(arr)
    for i in range(n):
        for j in range(n - 1):
            if arr[j] > arr[j + 1]:
                arr[j], arr[j + 1] = arr[j + 1], arr[j]
```

$O(n^2)$ - Quadratic Time

TIME COMPLEXITY



TIPS

Time complexity

- the processeur can do 10^9 operations per second
- Single loop through data $\rightarrow O(n)$
- Nested loop $\rightarrow O(n^2)$
- dividing the each time per x $\rightarrow O(\log_x(n))$

Space complexity

Always depend on the algorithm implementation, so there isn't a specific rule for each one

C++ >>>

what ?

C++ is a high-level, general-purpose programming language that was developed by Bjarne Stroustrup in 1983 as an extension of the C programming language. It introduces object-oriented programming features while maintaining the efficiency and flexibility of C.

C++ >>>

why ?

- **Performance** : C++ is a compiled language, providing high-speed execution, which is crucial in contests with strict time limits.
- **Standard Template Library (STL)** : C++'s STL offers a wide range of data structures and algorithms, such as vectors, sets, maps, and priority queues, which are essential for solving problems efficiently.
- **Flexibility**: C++ allows low-level manipulation (like C) and supports object-oriented programming, giving you the best of both worlds.

C++ >>>

your first c++ program

```
#include <iostream>

int main() {
    std::cout << "Hello, World!" << std::endl;
    return 0;
}
```

int main()

the **main** function of any **c++ file/program**, its **existence is essential for the program to run**. Only the command inside this programm will be execute.

C++ >>>

your first c++ program

```
#include <iostream>

int main() {
    std::cout << "Hello, World!" << std::endl;
    return 0;
}
```

std::cout<<"Hello, World"<<std::endl;

std:: : is namespace
templates : that provide
some help to differentiate
between two function with
the same name.

cout: pronounced as “see
out”, the most used
function for printing in
C++,

CODE

C++ >>>

your first c++ program

```
#include <iostream>

int main() {
    std::cout << "Hello, World!" << std::endl;
    return 0;
}
```

#include <iostream>

a **preprocessor** responsible
for the **input & output** of
c++ program.

C++ >>>

Basic data types: numerical

int

- Represents whole numbers.
- Typically 4 bytes in most systems.

short

- Smaller integer, usually 2 bytes.

long

- Larger integer, usually 4 or 8 bytes.

double

- Double-precision floating-point numbers.
- Typically 8 bytes.

C++ >>>

Basic data types: non-numerical

char

- Represents a single character.
- Typically 1 byte.

string

- usually we use an array of characters but c++ has his own string data type to handle it.
- it takes the number of characters plus one byte

bool

- Represents true or false.
- Typically 1 byte.

void

- Represents no type.
- Used for functions that do not return a value.

C++ >>>

Basic data types: let's practice

```
#include <iostream>

using namespace std;

int main()
{
    int n;
    cin>>n;
    double b=(double) n/2;
    cout<<"the mean "<<b<<endl;
    char c;
    cin>>c;
    cout<<"choosed string: "<<c<<endl;
    return 0;
}
```

variable/data-structure:

data_type variable_name = variable_value(optional)

C++ >>>

Control Structures: if...else if....else

conditional statement

```
if (condition1) {  
    // Code for condition1  
} else if (condition2) {  
    // Code for condition2  
} else {  
    // Code if none of the above  
}
```

cpp

```
if condition1:  
    # Code for condition1  
elif condition2:  
    # Code for condition2  
else:  
    # Code if none of the above
```

python

C++ >>>

Control Structures: if...else if....else

conditional statement

```
if (condition1) {  
    // Code for condition1  
} else if (condition2) {  
    // Code for condition2  
} else {  
    // Code if none of the above  
}
```

cpp

```
if condition1:  
    # Code for condition1  
elif condition2:  
    # Code for condition2  
else:  
    # Code if none of the above
```

python

C++ >>>

Control Structures: while the “while” loop

```
for (initialization; condition; update)
{
    // Code to execute in each iteration
}
```

cpp

```
for i in range(start, stop, step):
    # Code to execute in each iteration
```

python

C++ >>>

Control Structures: examples

```
for (int i = 0; i < 5; i++) {  
    std::cout << i << std::endl;  
}
```

for loop

```
int i = 0;  
while (i < 5) {  
    std::cout << i << std::endl;  
    i++;  
}
```

while loop

C++ >>> functions

```
return_type function_name(parameter_list) {  
    // Function body  
    return value; // if return type is not void  
}
```

cpp

```
def function_name(parameters):  
    # Function body  
    return value # Optional,
```

python

C++ >>> functions

Examples

```
int add(int a, int b = 5) {  
    return a + b;  
}
```

```
void increment(int &num) {  
    num++;  
}
```

C++ >>>

Your turn : let's practice

Problemset-1
(check the WhatsApp group)

C++ >>>

Your turn : let's practice

Be ready for your first contest

9/11/2024

