Experiment-9(A)

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Branch: CSE Section/Group: NTPP_602-A Date of Performance: 15-03-25

Subject Name: Advanced Programming Lab-2 **Subject Code:** 22CSH-359

1. <u>Title:</u> Miscellaneous (Hamming Distance)

2. Objective: To calculate the number of differing bits between two integers.

3. Algorithm:

- **Input:** Two integers \times and y.
- XOR Operation:
 - XOR the two numbers to identify differing bits.
- Bit Count:
 - Count the number of 1s in the XOR result.

4. <u>Implementation/Code:</u>

```
class Solution {
    public int hammingDistance(int x, int y) {
        return Integer.bitCount(x ^ y);
    }
}
```

5. Output:



6. Time Complexity: O(1)

7. **Space Complexity:** O(1)

Experiment 9(B)

- 1. **<u>Title:</u>** Divide Two Integers
- **2. Objective:** To perform integer division without using multiplication, division, or modulo operators.

3. Algorithm:

- Input: Two integers dividend and divisor.
- Handle Edge Cases:
 - If dividend = Integer.MIN VALUE and divisor = -1, return Integer.MAX VALUE.
- Sign Calculation:
 - Calculate the sign using XOR: (dividend < 0) ^ (divisor < 0).
- Convert to Positive:
 - Take absolute values of dividend and divisor.
- Repeated Subtraction (Bitwise Shift):
 - Iterate while dividend >= divisor.
 - Continuously shift the divisor left by 1 and subtract to accumulate the result.
- Output: Return the result with the calculated sign.

4. <u>Implementation/Code:</u>

```
class Solution {
  public int divide(int dividend, int divisor) {
    if (dividend == Integer.MIN_VALUE && divisor == -1)
      return Integer.MAX_VALUE;

  int sign = (dividend < 0) ^ (divisor < 0) ? -1 : 1;

  long ldividend = Math.abs((long) dividend);
  long ldivisor = Math.abs((long) divisor);

  int result = 0;
  while (ldividend >= ldivisor) {
    long temp = ldivisor, multiple = 1;
}
```

```
while (ldividend >= (temp << 1)) {
    temp <<= 1;
    multiple <<= 1;
}

ldividend -= temp;
    result += multiple;
}

return sign * result;
}</pre>
```

5. Output:



6. <u>Time Complexity:</u> O(log n)

7. **Space Complexity:** O(1)

8. Learning Outcome:

- Learned efficient bitwise operations for arithmetic calculations.
- Mastered handling of integer limits and edge cases.

- 1. <u>Title:</u> Pascal's Triangle
- **2. Objective:** To generate the first numRows of Pascal's Triangle.

3. Algorithm:

- **Input:** An integer numRows.
- **Initialization:** Create an empty list triangle to store the rows.
- Iteration:
- For each row i:
 - \circ Create a list with i + 1 elements, initialized to 1.
 - o For each element j from index 1 to i 1:
 - Set row[j] = triangle[i-1][j-1] + triangle[i-1][j].
 - Append this row to triangle.
 - **Output:** Return the triangle.

4. Implementation/Code:

```
import java.util.*;

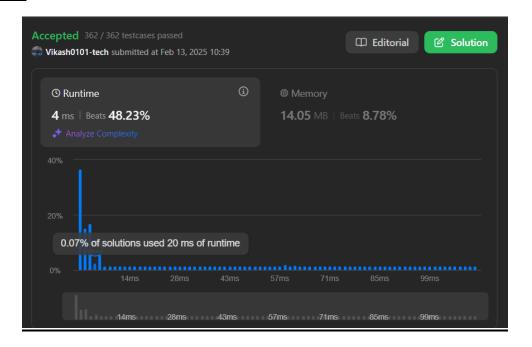
class Solution {
    public List<List<Integer>> generate(int numRows) {
        List<List<Integer>> triangle = new ArrayList<>();

        for (int i = 0; i < numRows; i++) {
            List<Integer> row = new ArrayList<>(Collections.nCopies(i + 1, 1));

        for (int j = 1; j < i; j++) {
            row.set(j, triangle.get(i - 1).get(j - 1) + triangle.get(i - 1).get(j));
        }

        triangle.add(row);
    }

    return triangle;
}</pre>
```



8. Time Complexity: O(n^2)

9. Space Complexity: O(n^2)

10. <u>LearningOutcomes:</u>

- Learned efficient bit manipulation techniques.
- Understood the XOR operation for identifying differing bits.
- Gained a better understanding of combinatorial mathematics.
- Practiced 2D array manipulation in Java.